THE WORLD'S BIGGEST-SELLING AMIGA MAG

WIN! Five Apollo cards up for grabs

AMIGA FORMAT

£4.50 ■ DECEMBER 1995 ■ ISSUE 78

New Order

Just who are the new suits at Amiga Technologies? How can they resurrect the Amiga? Full report p19

Snap Maps

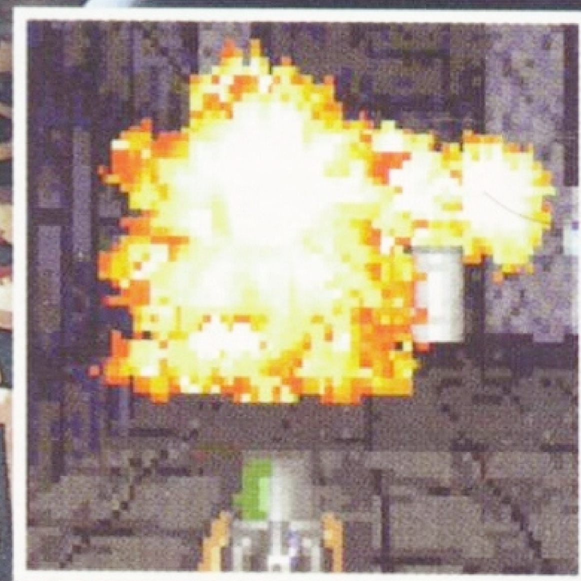
Enhance your 3D rendering software with some professional texture maps. PLUS, many more utilities for all Amigas

BlitzBombers

Blow up your friends in a frenzy of bombs, bombs and more bombs. Fast, frenetic fun for all the family

Alien Breed 3D

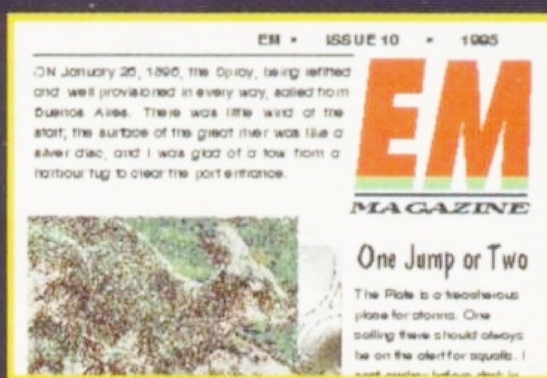
Best Doom-clone yet. *In-depth* review p49



Impact Snap Maps



Final Writer



Virtual Karting



Coala



Imagine 3.3

Beating LightWave 4 to the shops, have Impulse got it right this time? p94

floppy drives







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The Super XL Drive allows you to store 3.5MB on a high density disk.

3.5 SUPER XL DRIVE **£129.95**

1.76 xl drive

The XL Drive allows you to store a 1.76MB on a high density disk.

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1 GIGABYTE 2.5 IDE **£719**

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MEMORY REQUIRES 30-PIN SIMMS

floppy expander

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100MB DISKETTE **£15.95**

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squirrel scsi interface included where you see this logo

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WORKBENCH 3.1 A500/2000 .... **£85**
WORKBENCH 3.1 A3000/4000 ... **£95**
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*EPSON SCANNERS DIFFER FROM ONE SHOWN

amiga 4000

a4000 tower

new



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OCTOGEN 2008 .... **£129**

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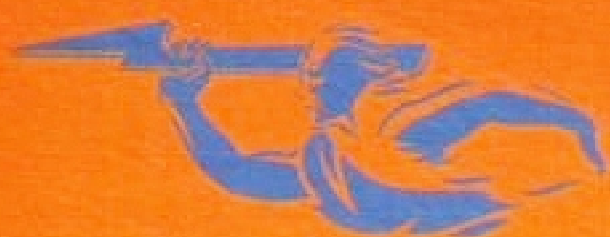
SCAN DOUBLER II **£399**

tandem cd-de

Connect a CD-ROM, Syquest and any IDE hd to your A2000/3000/4000. Comes complete with cable and s/w. ROM 2.04 or above.

TANDEM CD-DE **£69**

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GVP

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a4000 68060

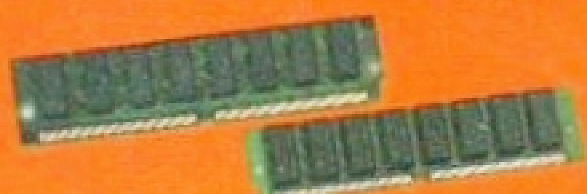
A 68060 accelerator board for the A4000 running at 50MHz and allowing upto 128MB of user installable memory and a SCSI-II hard disk controller. The board can be configured with either 4MB, 8MB, 16MB or 32MB industry standard SIMMs.

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A4000 68060 (0MB RAM) £829
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a2000 68060

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A2000 68060 (0MB RAM) .... £TBA
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gvp ram

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ioEXTENDER £59

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new



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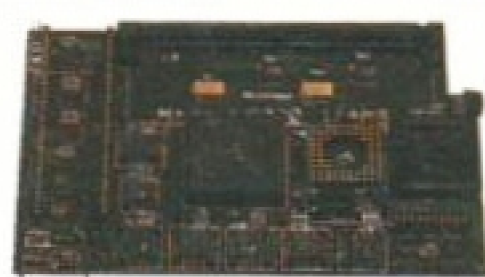
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INCL. PEN, CURSOR AND POWER TAB S/W



a500 68020ec

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NOT COMPATIBLE WITH GVP HARD DRIVE

A500 68020 EC 0MB RAM ... £99.95
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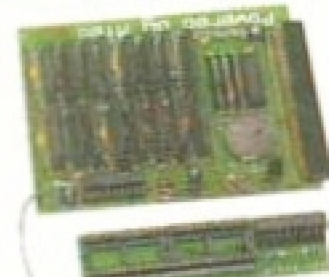


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512K RAM WITH CLOCK £24.95
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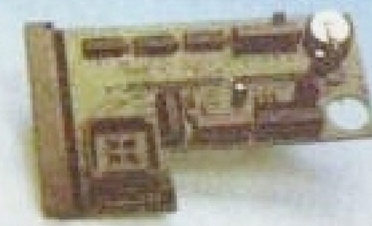
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These hard drives simply push onto the side of the A500 or A500+ and will give your computer all the benefits that hard drives offer. The drives are supplied formatted, partitioned and have Workbench installed for immediate use.
Full instructions and software supplied.
The hard drive also has the facility to add 2, 4, 6 or 8mb of RAM inside it.

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The Dataflyer SCSI+ will operate up to 5 SCSI devices such as CD-ROMS, hard drives, SyQuest removable drives, tape back up drives etc.
Unlike other SCSI interfaces, the Dataflyer SCSI+ is compatible with all known accelerators etc and it does not stop you from utilising any of the important expansion ports on your A1200.
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PCMCIA fitting SCSI interface

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External cases with inbuilt power supplies and cooling fans for 3.5" hard drives and CD ROM drives.

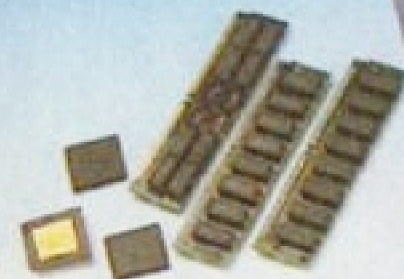
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Include the appropriate Workbench 3.1 ROMS, disks, manuals and fitting instructions.

Bring your Amiga into us for fitting for **ONLY £10.00**

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for A500/1500/2000 only £89.99
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2mb £77.99
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8mb £239.99

72 pin simms suitable for Apollo accelerators, A4000, A1200 memory expansions etc.

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50mhz 68882 FPU (PGA) £79.99
All FPU's are supplied with crystal oscillators

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APOLLO A1200 ACCELERATORS

APOLLO 1220

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Simple trapdoor fitting.

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68882 FPU £69.99

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All prices include VAT. Postage and packing will be charged at £3.50 per order (UK), £7.50 Europe and £12.50 rest of the world.

IN THE WORLD'S BEST-SELLING AMIGA MAGAZINE THIS MONTH

AMIGA FORMAT

ISSUE 78 ■ DECEMBER 1995

AMIGA NEWS



A major High Street force, Tandy could help Amiga Technologies sales predictions come true.

130 Tandy retail outlets will stock the new Amiga bundles. Find out more on... p12

MAIN FEATURE



New Order

Who's who, what's what and where does it all take place? We give you an 'Amiga Technologies Around the World' map, marked with everything you need to know. p19

SERIOUSLY AMIGA

SCREEN PLAY

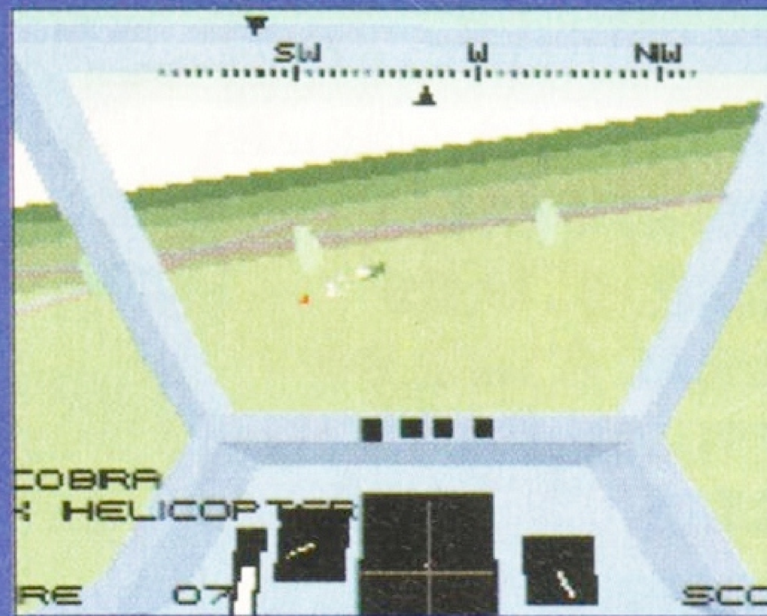
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Alien Breed 3D p49

The closest any game has yet come in the quest to be known as best Doom-clone on the Amiga.

Every new Amiga game reviewed and rated!

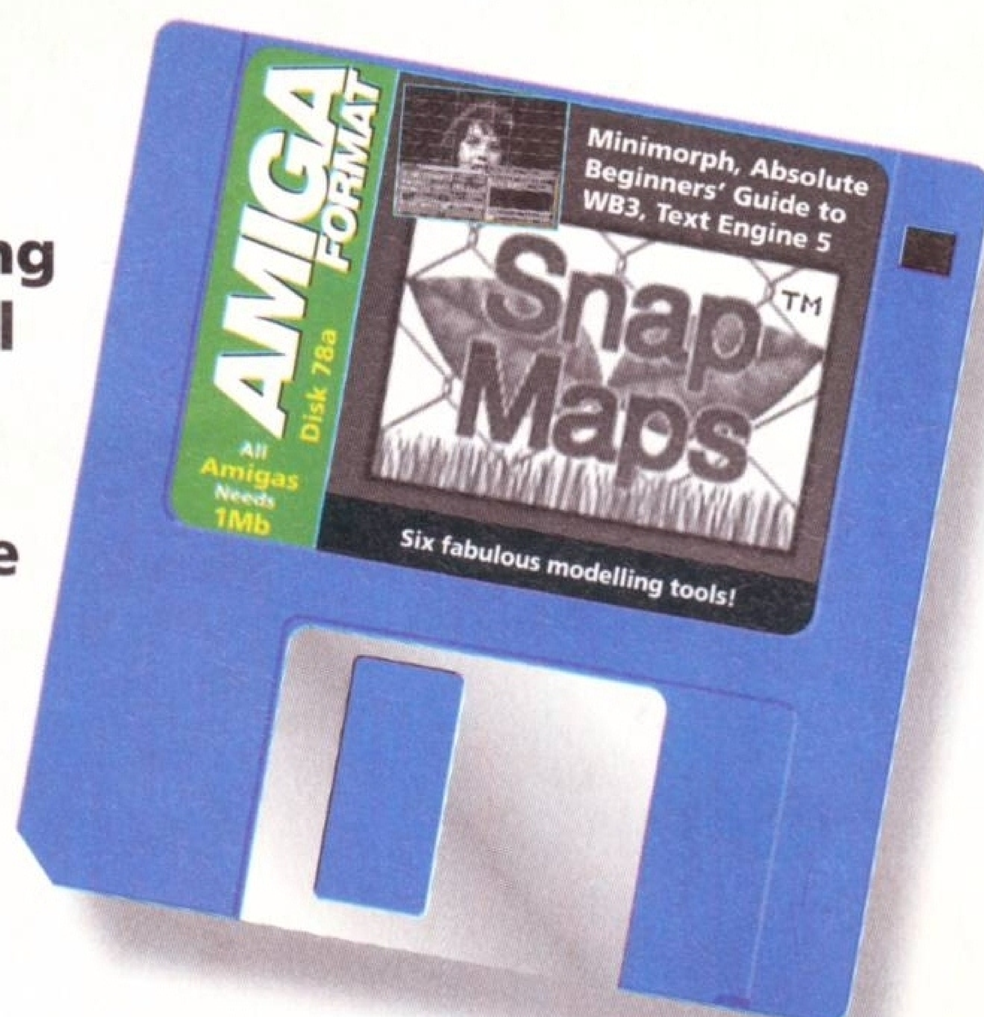




LEFT: **Coala**
Take part in a virtual battlefield with a life of its own and kill the enemy.
RIGHT: **Virtual Karting**
Race around three tight tracks in this karting racing simulation.

Coverdisk A: Snap Maps p140

Sample the delights of creating complicated, or hard-to-model 3D objects in your favourite rendering package, by simply applying image files to simple objects. Plus, these great PD programs: *Text Engine 5*, *MiniMorph* and the *Absolute Beginners' Guide to Workbench 3*.





Coverdisk B: Blitz Bombers p138

Explosive fun to be engaged in and discovered in this our exclusive sneak preview of what promises to be the best *Bomberman*-clone on any platform ever. Don't worry if you don't have an AGA machine, *Master Blaster's* here too.



THE NEED FOR SPEED p33

An accelerator can make the difference between enjoying a game and finding it irritating. We continue our series on game enhancement.



Media Vision CD-drive p97

It's portable, it's flash, but is it any good? We give this new, portable CD-drive a run for its money.



AF OFFERS

REGULARS

ADVERTISER INDEX



This Month In View

Nick Veitch is amazed at the quality of Team 17's new game and astounded at all the excellent new Amiga stuff in this issue.

AMIGA FORMAT 78 DECEMBER 1995

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I am astounded, shocked, flabbergasted and quite surprised by just how good Team 17's *Alien Breed 3D* is. More than the other *Doom* clones, this is a terrific all-encompassing gaming experience – you simply must buy it.

Why is it then that we have to wait until now to give you the full review? Well, as in the best rice operas, the answer you seek lies in the question. If you read the review you will see some screenshots are quite unlike those that have featured in other "reviews" of this game. The reason is, of course, that we waited until the game was complete before we reviewed it. Makes you wonder how some people come up with their scores doesn't it?

Breed is good, very good, and it shows just what can be done with a simple A1200. Wouldn't games be much better if they were written specifically to use a base standard of an 030 card though? This is just the premise that our own Steve McGill takes down a dark alley and rigorously investigates on page 33 of this very issue.

As well as *Alien Breed* (p49) we also have the rather intriguing *Virtual Karting*. The technical competence of this title is amazing, it ably demonstrates the abilities of the AGA machine, but the gameplay is a bit suspect. Make up your own mind after reading the review on page 58.

We are almost swamped by Softwood products this issue too, with new versions of *Final Writer* and *Final Data*, and the amazing *Final Calc* given the once over. As those who have been reading *AF* for some time will know, we exclusively previewed *Final Calc* just before last Christmas and were very excited to see it's release. If anything the final version is 10 times better than we had hoped – catch the full details on page 90.

There is also a rather astounding CD-ROM drive in the serious section this month. Not only is it stylish and eminently portable, it's damn fast too. Although it is just a dual-speed drive, it gives a sustained transfer speed better than that found on many triple-speeds and even some quads. Astounding. And it comes with a cute little carrying case, as you can see for yourself on page 97.

I can't stay here blathering all day – I have to sort out next month's issue, and what a tremendous one it will be – competitions, buyer's guides, a review of the year, a look at things to come – and you lucky devils don't have to do any of the hard work either! AF



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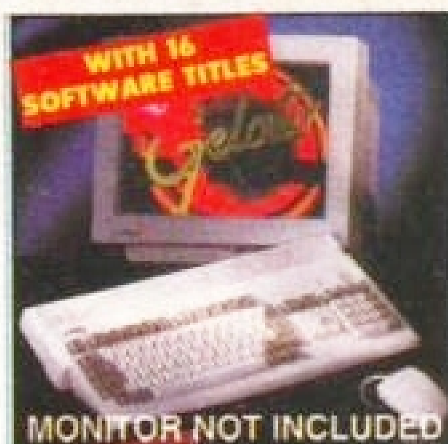
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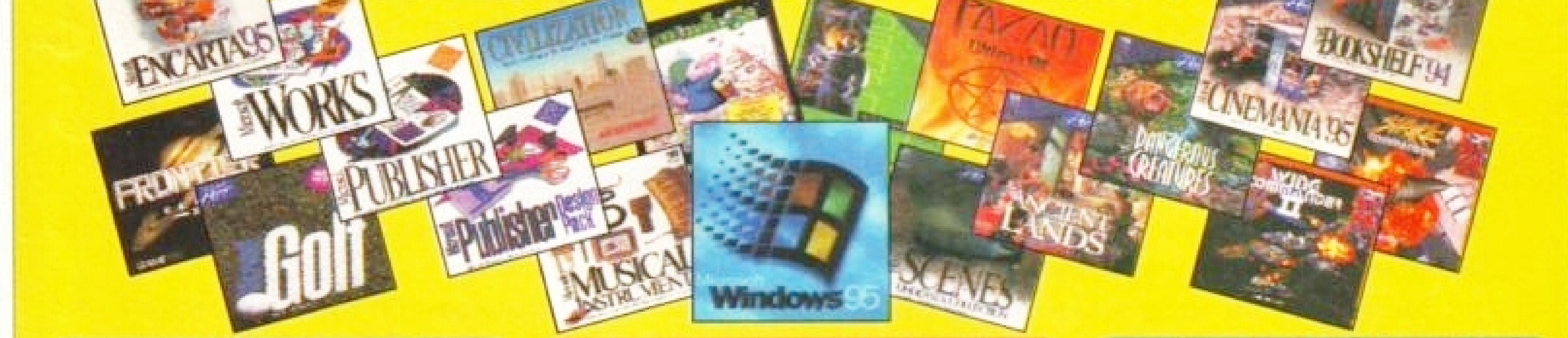
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As significant as the printing press

The all new, all singing, all dancing, Labour Party have woken up to the power and necessity of the Net to an information-based economy. Shadow Heritage Secretary Chris Smith demonstrated the Net in action to Labour Party delegates at their recent conference and concluded that, properly used, the Net was as significant as the printing press.

Rumour has it that they came to this conclusion after accessing *Amiga Format*'s home page on FutureNet.

AMIGA FORMAT news

Tandy take plunge with Amiga



Tandy will stock the Amiga in 130 of their stores nationwide, which will surely help to shift the 60,000 Amigas targeted for the UK off the shelves. Thanks to Tandy at The Mall, Bath for the above photos.



Silica are selling the Amiga Magic bundle with an extra four games – at the same price!

A retailing coup for Amiga Technologies will see the placement of the new Amiga Magic packs in 130 Tandy stores placed strategically throughout the UK. Store managers warmly recieved the news at their recent convention.

In a direct supply deal independent of officially appointed distributors, SDL and Leisuresoft, Tandy have hinted that they are prepared to expand on the number of stores committed to carrying the bundle if initial sales prove promising. Store managers recieved

Tandy has 341 High Street outlets in total and a sales force with a higher computer literacy than average High Street stores are capable of offering. Coupled with its own dealer network, the Tandy deal could provide Amiga Technologies with a much-needed boost for their 60,000 Christmas sales target.

Margins on the units sold to Tandy have been closely guarded, fuelling speculation that significant discounting could go on in the run up to Christmas. That this will be in the interest of potential purchasers is beyond doubt.

Complementing the Tandy deal, SDL were pleased to reveal the commitment of over 200 of their retailers to carry Amiga Magic stock. The first shipment of Amigas from the Solectron factory in France has already sold out, and dealers are clamouring for more. The continuing and strong interest in the machine has amazed everyone in the industry.

There may be some problems with the HD version of the bundle though, as this includes a version of Scala which requires more than the standard 2Mb of RAM to run – something not stated on the pack.

An official statement on the matter hasn't been made yet, but Amiga Technologies are considering the problem.

Silica A1200 bumper bundle

The A1200 Magic pack may contain some stunningly good serious software, but it seems that Silica are not content, because they are going to be supplying even more software with it.

As printed in the news pages of *Amiga Format* last issue, the Amiga Magic pack contains *Digita Organiser, DataStore 1.1, Wordworth 4SE, TurboCalc V3.5, Personal Paint 6.4, Photogenics 1.1A* as well as the two games, *Pinball Mania* and *Whizz*.

In an attempt to give this pack a much-needed games boost Silica will, in addition, be supplying the Chaos pack which includes the following games; *Chaos Engine, Syndicate, Pinball Fantasies* and *Nick Faldo Championship Golf*.

The pack will still cost £399 and it can be obtained from Silica on 0181 309 1111 or from most local Debenhams stores.

The company will also be among the first to stock the Virtual Reality i-glasses at a price of £599 and they will also have an upgrade offer that will include options such as headtracking.

Amiga games outshine PC

The all-formats computer game chart this month has 14 titles out of the top 20 listed for the Amiga. The others consist of PC, and PC CD-ROM titles. No Mac titles actually sell in large enough numbers to merit an entry into the top 20.

Food for thought when Spec Communications pilot their new Wireplay On-Line gaming system.

Amiga games on-line by June?







Imagine playing *Fears*, *Doom*, or *Coala* on-line, where everything you came across was another person. Tops!

Wireplay, the new on-line gaming system backed by British Telecom and implemented by Spec Communications will be piloted in January 1996 and become accessible to the public in June of the same year.

The service can cater for up to 512 players playing in the same game at the same time. BT have created software, which they plan to distribute freely, which will work with any game with a network, null-modem, or modem option. This could lead to the rejuvenation of old titles as gamers become aware of the extra dimension that multi-player games open up.

The software works by creating a Matchmaker and Client relationship between BT's server and the user's computer. The Matchmaker acts as an intelligent noticeboard, searching through all other log-ons to match up potential opponents and team mates.

Empire Interactive, potentially planning to open negotiations with Spec Communications, have shown interest in the system concerning new helicopter-based battlefield sim *Coala* (full review on page 44).

That this could revolutionise Amiga gaming, as we know it, is beyond doubt. The question still remaining to be answered by BT and Spec is, do they have the will to carry it out?

At the time of going to press, the conception of creating Amiga game-compatible Client software was still to be made. Andrew Deurkin of Spec Communications admitted that the PC Client software was already in the process of conversion to allow Apple Mac gamers to join in with the system. He further added that there was no reason why it couldn't be done for the Amiga too.

When it was pointed out that the Amiga had a larger percentage of active gamers than the Mac; gamers who were willing to play on-line games Andrew became more receptive, "We'll discuss this", he said.

With Amiga Technologies keen to promote on-line services through the set top box, next year may be the most exciting yet seen for the Amiga.

"PC software is crap"

The curious headline above appeared in *CTW*, the indispensible weekly for the computer industry.

The story concerned a recent report by the Consumers Association berating software suppliers and retailers for selling bug-riddled packages advertising features that weren't there or didn't work, and failing to provide satisfactory recompense for genuine consumer distress.

The report was reinforced by the comments of Richard Wentke author of the *Which? Guide To Computers*, "If washing machines, cars, and video recorders went on to the market with the same problems, the public outcry would be deafening," he said.

The most damning aspect of the report however, was that technically non-literate sales staff in shops were giving consumers poor advice, or information which was often just plain wrong.

The Consumers Association is actively encouraging consumers to take legal action when the service they receive falls below the minimum standards required by law. If this isn't being done they are concerned that the situation may lead to the rapid discredit of the industry as a whole.

NEWTEK GO ON-LINE AS LIGHTWAVE 4 IS RELEASED

Newtek, the makers of the renowned *LightWave 3D* rendering system, have just finished work on *LightWave 4*. Although this release has been postponed by several months, the program should be available by the time you read this and we hope to have a review in our next issue.

Amongst other things, *LightWave 4* will address one of version 3.5's main failings – a lack of inverse kinematics support. This feature enables you to create objects that are linked to each in such a way that they move as if connected. Objects that are linked through inverse kinematics react to each others movements and are ideal for creating realistic moving humanoids or machinery.

NewTek's Website contains details of their products, including *LightWave* of course, as well as downloadable files including software updates and a gallery of example pictures rendered by *LightWave*-users. The address is: http://www.webmaster.com/newtek, or you can use the link on *Amiga Format*'s FutureNet pages.





"They managed to instill a good surge of confidence in a market that was desperate for good news."

– Martyn Brown of Team 17 discusses what has impressed him most about Amiga Technologies.

AMIGA TECH. PAGE 20



The Smith Column



So, the PlayStation has had all the hype, but in its own quiet little way the Amiga has sold out in its first re-foray into the shops. This seems to have missed the media's attention. Now why should that be?

Is it because, unlike the undoubtedly brilliant (yeah, flame me, I can take it!) PlayStation, the Amiga is actually a computer? It seems, according to the mass media, that the only computers that exist any more are the kind that run Mac89, sorry Windows 95, complete with Rolling Stone tunes and pseudo 32-bit code.

So, in a fit of bad luck we find ourselves as Amiga amigos confronted on the one side by the cash of Microsoft and, on the other, by the awesome product placement of Sony. This confluence of events could lead the more *X-File* aware of us to start twitching. Maybe there's a conspiracy afoot to ensure that independent manufacturers of things computeresque are kept in abeyance, thus ensuring a kind of droid-like conformity. But, then again, people like to believe that Spooky Mulder really did have a sister who was abducted by aliens.

No, sadly, the reality is far less glamourous. Much in the same way as Spooky's sister actually fell down a hole dug for a well, the Amiga's recent history is one of incompetence and avarice, rather than the mega corps ganging up to force a dominating force.

The news that it has sold so well in its packs is the first chink of light that we've seen. And what it means in a real sense is that the retailers (the people who really matter to Escom at the moment) have a chance of getting behind it. The PlayStation is not offering the margins that most retailers – specifically Dixons – are looking for in brown goods. The high price of the Amiga means that the retailers can look forward to a good marginal Christmas. And if you can keep retail happy, you can expect to do well with the consumers and this is never more important than in the run-up to Christmas.

When was the last time you heard a bunch of Ferrari owners declaiming that their motor of choice is "better than your Allegro"? You haven't, that's when.

Leaving retail aside for a moment, the big point here is word of mouth. At the moment there is a large amount of winging or defensive aggression being bandied about. This takes the shape of "my Amiga is better than your PC" arguments. Now this is all well and good, but when was the last time you heard a bunch of Ferrari owners declaiming that their motor of choice is "better than your Allegro"? You haven't, that's when. I think it's about time Amiga users started to become a little bit smug about what they've got.

All this defensive bickering smacks of a major inferiority complex and this just isn't true of someone who owns an Amiga. It's time for Amiga users to start talking to people who don't own computers at all and saying: "Look, it's easy. I don't use that Windows 95 stuff, because I don't need to. I'm not going to go on for hours about how all of a

Contact Tim Smith on gashead@cix.compulink.co.uk and gashead@team17.com

The opinions expressed here are only sometimes those of *Amiga Format*.

Squirrel hits the Net

To compensate for the inadequate serial port standard on the Amiga, the next generation of Squirrel interfaces will include a new high speed serial device. HiSoft claim that this will be able to work at speeds of up to 300,000 bits per second, more than adequate for the new generation of high speed modems being launched.

As well as faster connection speeds, the unit could also provide a viable local networking solution. Previous serial network solutions for the Amiga have been unsuccessful mainly because of the data transfer rate, something that the new Squirrel should be able to remedy, and the reason it has been given the name "Surf Squirrel".

The SCSI interface of the Squirrel also takes advantage of more advanced interface circuitry, which should give 3Mb/s sustained transfer rates for SCSI drives. This will allow A1200 owners to make more use of faster SCSI devices.

The Squirrel Page

Articles about squirrels:

A totally unconnected picture of the WWW Squirrel page. About the furry ones.

An upgrade path for existing Squirrel owners is planned, and this should include owners of OEMed Squirrel interfaces, such as the ones supplied with Power Computing CDs.

For further details contact HiSoft on 01525718181

Snap them up!

If you've used the six Snap Maps on this month's serious Coverdisk, you'll no doubt be pleased with the results you got and be eager for more. As a reader of *Amiga Format* it is your privilege to be party to a special offer.

Everyone who has this month's Coverdisk can obtain the full versions of the Fields & Foliage and Building Materials & Fabrics collections for either $100 (£65) each or $185 (£120) for both. To get your copy, call Anti Gravity Products on 001 310 393 6650.



The Building Materials and Fabric Collection Snap Maps. A bargain for *AF* readers.

...our last and best hope...

It may not be as popular as *Star Trek*, but it's catching up fast – I am talking about *Babylon 5*. Now comes the *Ultimate Guide To Babylon 5*, a monthly, disk-based guide to this popular TV series. The disk will contain the *Guide* in AmigaGuide format, pictures, 3D objects, video and book reviews and special features.

Each issues costs £2.50 and there is currently a special offer of £25 for a 12-month subscription or £14 on a 6-month basis. The first issue is available at the end of October and you can get a copy by sending a cheque payable to A Markwell to; 83 Canterbury Ave, Hadrian Park, Tyne & Wear NE28 9QQ.

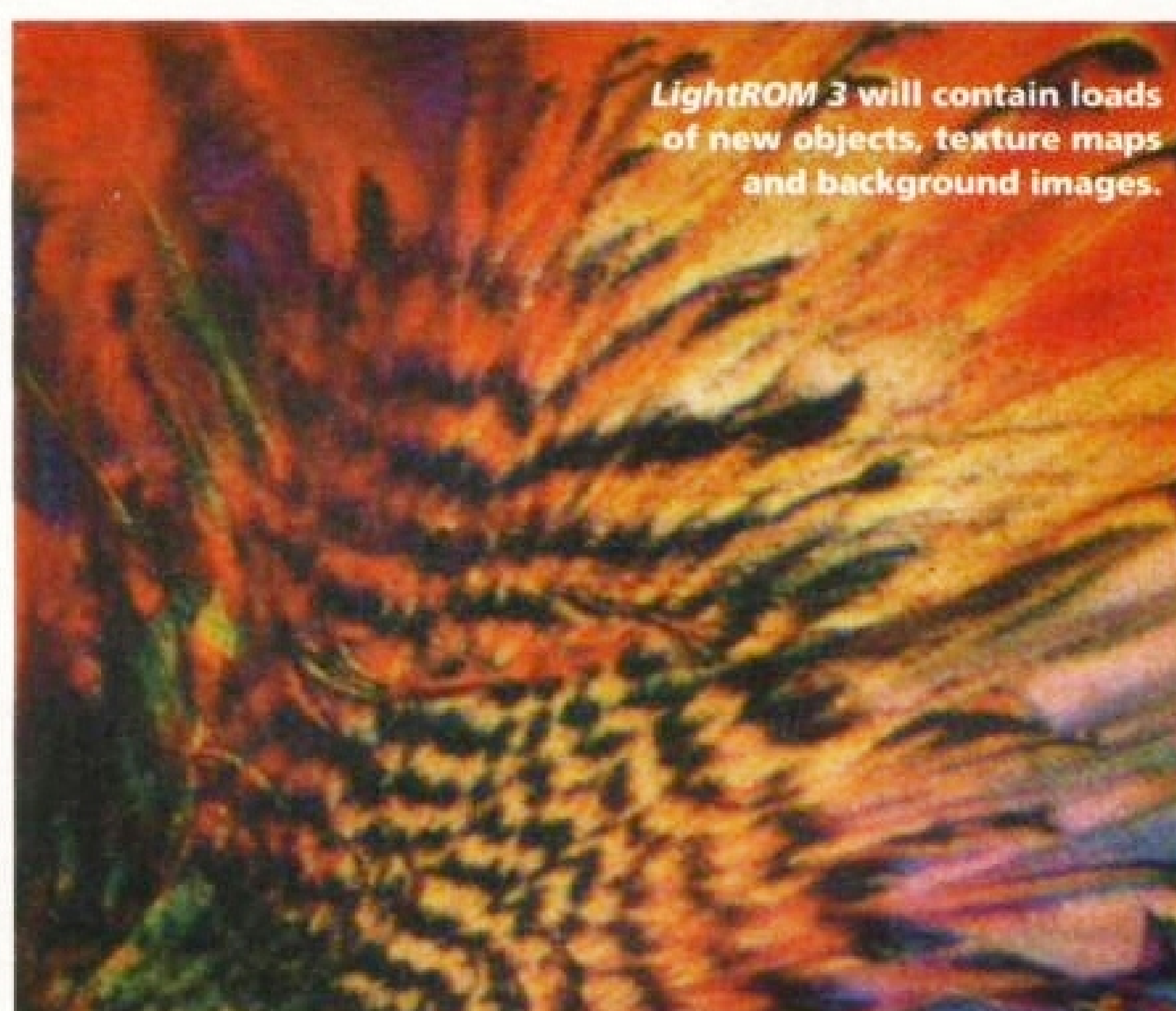
Errata

Last month in the information panel of our *Super Street Fighter II* CD32 review, we stated that the publisher of the game was Gametek. This was a mistake. The publisher is in fact US Gold. We apologise for any inconvenience caused.

Fearsome mistake

In our review of *Fears* in issue 76, we gave it a stonkingly good overall verdict of 92 per cent, but the sub-scores were all wrong. They were meant to be 9/10 for graphics, 9/10 for sound, 9/10 for addiction and 8/10 for playability.

Let there be light

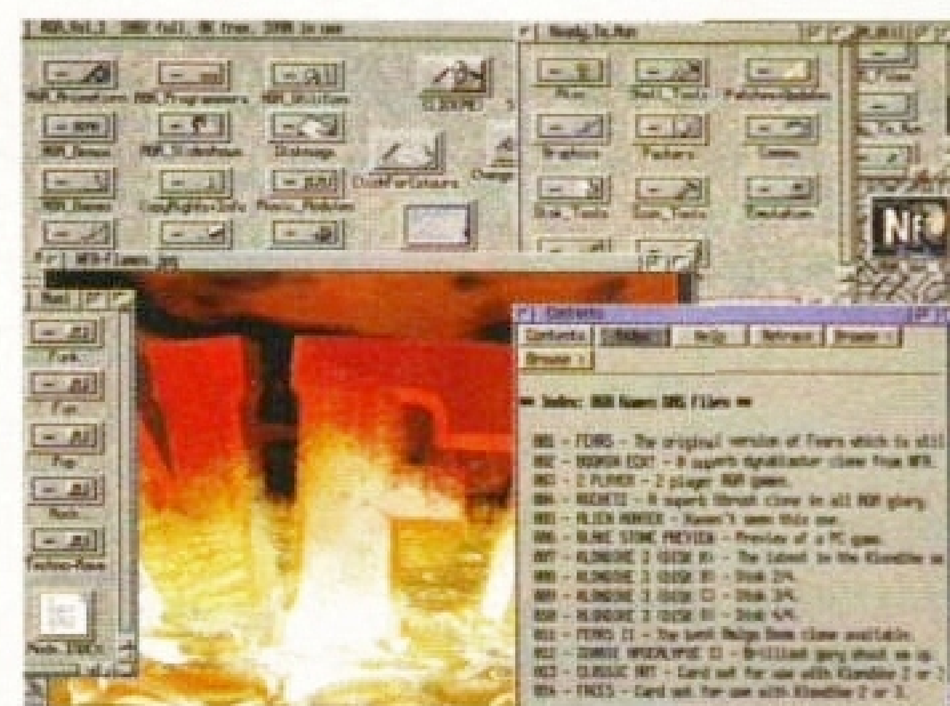

LightROM 3 will contain loads of new objects, texture maps and background images.

The amazingly popular 3D CD-ROM *LightROM* is nearing completion and should be available in Europe from this November. It will be available from Blittersoft and sounds like quite a bargain because it will include three CD-ROMs for only £39.95.

LightROM 3 will contain both the first and second volumes, plus a brand new disc called *DEM ROM*. This disc contains over 1,000 DEMs (Digital Elevation Maps) which can be used with most 3D landscape generators, or even converted for use with most 3D rendering programs. This means you get all the great objects from the first discs and loads of landscapes to render them against or over.

Blittersoft are also dropping the price of their A4000/40 accelerator, the Doubler, by £100 from £399,95 to only £299.95. This board doubles the speed of your A4000 from the standard 25MHz to 50MHz. So if you want to give your rendering added oomph, call Blittersoft on 01908 261466 to find out more about these two products.

The AGA Experience


Here's the *AGA Experience* in action.

The world's first AGA-only CD-ROM has arrived. The *AGA Experience* is a CD full of goodies for owners of AGA machines and is therefore able to take full advantage of the A1200 and A4000's abilities.

To make using this CD-ROM easier, most of the programs are ready to run. To make things more attractive, the CD uses the popular Magic Workbench system. It will also have an easy-to-follow guide to help you find what you're looking for. The disc will contain a range of PD including Workbench 3 utilities, AGA games, slideshows, demos, diskmags, music modules, text files, 3D objects, fonts and some exclusive NFA products.

To find out more call Sadeness PD on 01263 722169 or E-mail them at:

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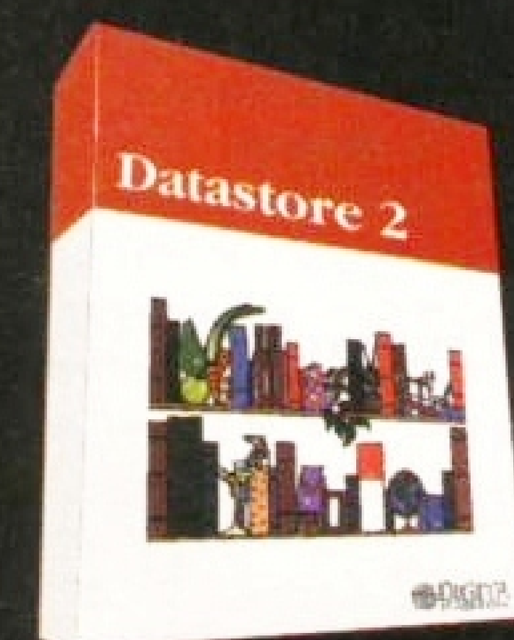
The Digita Family Compo

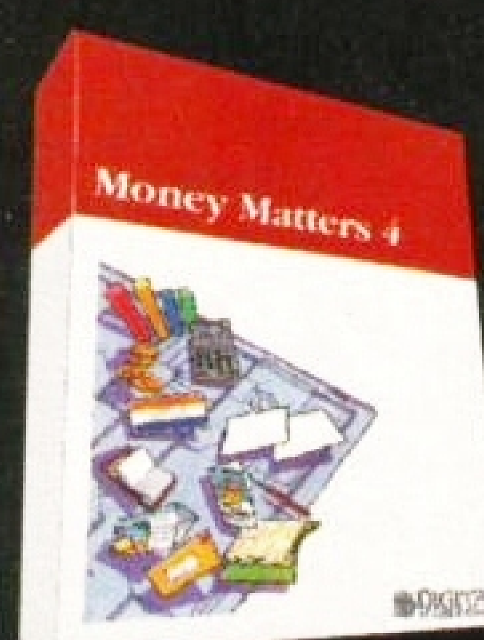


Digita is celebrating the launch of a completely new family of products: *Datastore 2, Organiser 2, Money Matters 4, TurboCalc 3.5* and *Personal Paint 6.4*.

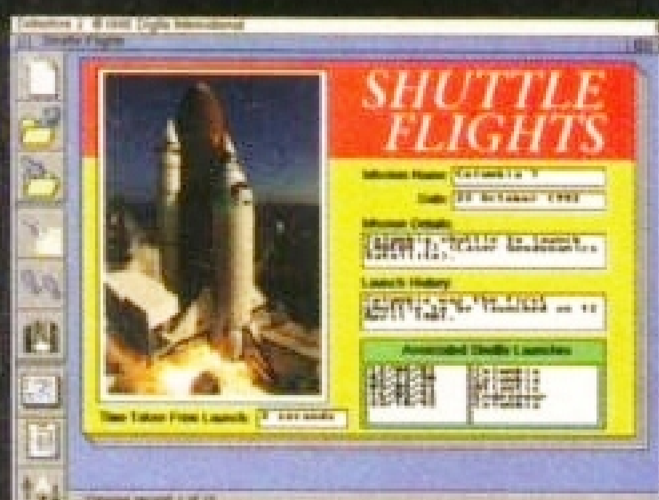
We have £500 worth of this brand new software which could be yours! Just answer these simple family questions and send your answers in, on a postcard, to *Amiga Format* at our usual address.

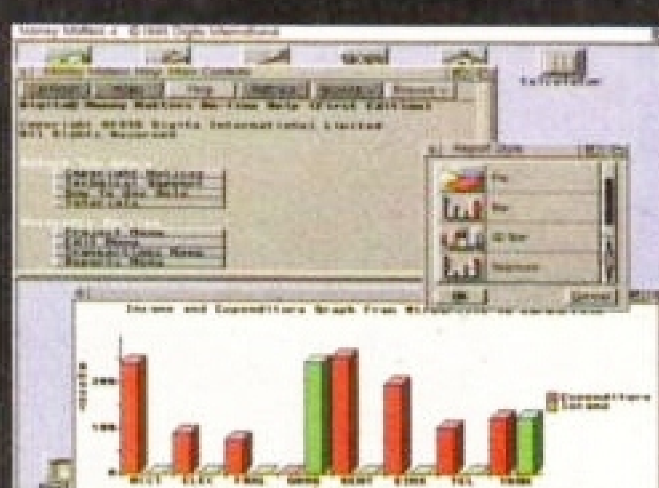
- **What is the name of the uncle in the Addams Family?**
- **At which home does the British Royal Family spend Christmas?**
- **What is the name of the Flintstones' family pet?**
- **What is the surname of a family made famous by the film *The Sound Of Music*?**
- **What is the name of the Simpson family's cheeky son?**











Prizes

1st prize

The new Digita Family, worth £250!
One copy of each product in the new Digita Family: *Datastore, Organiser, Money Matters, TurboCalc* and *Personal Paint*.

Five runners-up

One title each from the new Digita Family, worth £50! One title selected from the Digita Family listed above.

The Bradford Column



Since the takeover, we in the Amiga community have been dancing naked around fires in jubilation for the last few months. It's alright. Baby's coming back. And this time supported by a massive (and massively successful) company who threw shitloads of money at their previous venture (is there anyone who hasn't had a 'Man From Escom' brochure stuffed through their letterbox?).

At last, we chanted through mouthfuls of mead, 'they' will see. 'They' will hear. 'They' will know. 'They' being, of course, the computer illiterates who actually buy most home computers – mums and dads. No longer will they be fed a relentless stream of misinformation based around the false premise that a computer is an IBM compatible, with appaling manners and a tendency to lock the user out at the slightest configuration change. This time everything will be sweeter.

Or will it? How are 'they' going to discover not only that the Amiga is back, but that it even exists? Television advertising? Sorry. Blanket leaflet drops? I don't think so. Glossy flyers dropping out of their Sunday colour supplements? Afraid not. Specialist press off-the-page advertising? Some.

Oh dear. No wonder some of us are starting to get dressed and collect up our Kinks albums in a rather sheepish fashion. OK, there may well be perfectly justifiable reasons why Escom are reluctant to push the boat out completely – after all, buying Commodore was not a cheap date and restarting production so soon (in manufacturing terms)couldn't have been easy – but if not this Christmas, when?

'They' being, of course, the computer illiterates who actually buy most home computers – mums and dads

For obvious reasons, the Autumn period has always been when Amigas sold in volume, with steady figures throughout the year supporting it. So are we to assume that the big push will not be until this time next year? It would make little financial sense to do it 'out of season', i.e. during the early part of the year. Worse still, what if the big push doesn't appear at all?

Of course, the management may simply be keeping their hands in their pockets until they launch a new, enhanced, all-singing, all-dancing, all-spinning plates Amiga sometime next year. It would be nice to think so.

It would be even nicer to think that, even now, there are programmers slaving over hot code in darkened rooms, writing the equivalents of *Robot Juggler 96* to take advantage of the enhancements and make 'them' do a double-take when they see it running in shop windows.

Then we really will have a party...

Contact Dale Bradford by fax on 01633 896087.

The opinions expressed in the "Bradford" Column are those of a Welshman, not necessarily those of *Amiga Format*.

Hisoft lead with standalone MPEG



Watch major films like *Top Gun* in digital clarity with a standalone MPEG player.

Amiga developers HiSoft, best known for their programming languages and the excellent Squirrel SCSI interface, are working on a device which will allow anyone with a CD ROM drive to watch their favourite movies from CD.

Current Video CD technology relies on a system of compression known as MPEG (Motion Picture Experts Group) which allows all the data for a complete film to be stored on one or two CDs. The main disadvantage to this system is that you will need some expensive equipment to view the films.

Player technology is, at the moment, based around host computers with MPEG hardware added on. The Philips CD-i and the CD32 both require a separate module, costing from £180+, and even MPEG cards for computers are around the £160 mark.

HiSoft's device, which has been given the working name of Squirrel MPEG, is a standalone system that will cost in the region of £200. Because all you need is a SCSI CD-ROM drive, this could be a much cheaper solution. The unit will come with a remote control unit, so you won't even need a computer.

For more details contact HiSoft on 01525 718181.

Power unleash CD miracle!

Well known Amiga developers Power Computing are pretty proud of their latest CD-product. As well as being just about the first ever portable CD-ROM system for the Amiga, the new Media Vision drive is downright stylish and speedy too.

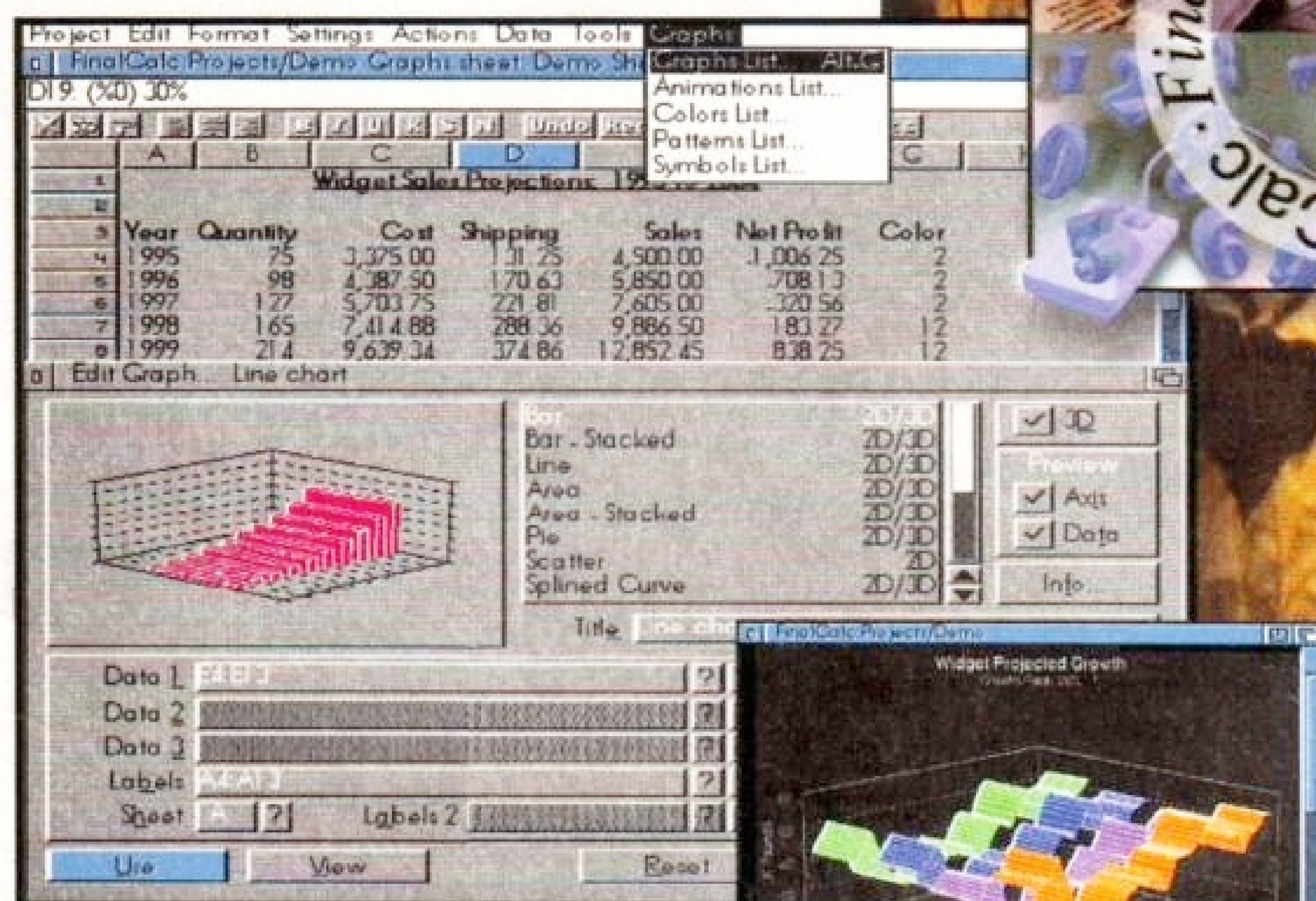
Although only technically a double speed mechanism, it gives very impressive sustained transfer rates, meaning that for most regular CD use it is actually faster than many triple or quad speed drives. Read the full review of this exciting product on page 97.



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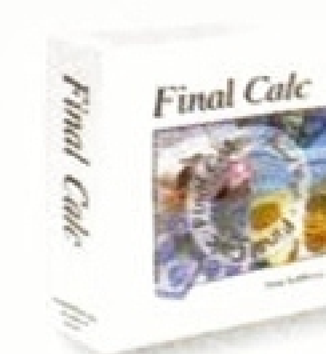
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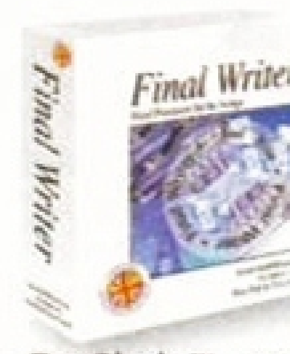
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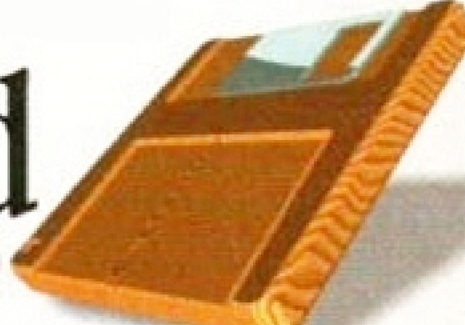
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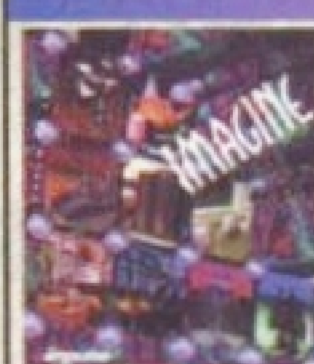
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New Order

Trying to relaunch a machine that has been unsupported for over a year is not easy. In this month's special feature we give you some insight into the battles won by Amiga Technologies, and those yet to come.

On April 21st of this year, the Amiga was finally rescued from a slow death in a dramatic courtroom showdown. The new owners, German computer manufacturer Escom, had paid over US$10 million for Commodore International, including the rights to the Amiga and all the associated patents. Escom quickly established a daughter company, Amiga Technologies, to overlook the re-establishment of the Amiga brand. But six months down the road, what have Amiga Technologies actually achieved?

Where to find...

Here is a brief index to all the important parts of this month's special feature.

What Have they done





Many people seem to be unaware of just what Amiga Technologies have achieved since they were formed less than six months ago. Find out just what has been going on...

Amiga Technologies was formed shortly after Escoms success in New York. Under the direction of Petro Tyschtschenko, himself an ex-Commodore man, the new company began exploringthe possibilities for the Amiga brand.

At the time, there was a great sense of relief from the Amiga market. At last a saviour had been found, surely it couldn't be long before the Amiga was back in it's rightful position of dominance in the home market. Amiga Technologies seemed full of new ideas and fresh approaches. Unlike the old Commodore, the new company would entertain license deals with third party manufacturers to encourage the production of things like Amiga portables, set-top boxes, and anything else which could make use of the Amiga chipset.

There was talk of new machines, RISC based platforms, millions of units being sold in the Far East, the sun would shine again and everything would be wonderful.

It was shortly afterwards that they must have realised everything wasn't going to be easy. For one reason or another, the manufacturing deal with the Chinese floundered - a major blow. As well as losing a nice arrangement for servicing a huge market, Amiga Tech. would have to find alternative manufacturers, and worse, this meant dealing with a whole load of people who Commodore had pulled the old 'cheque in post' routine on.

But in order to succesfully revitalise the machine, or at least to get back some of the vast outlay, machines had to be properly promoted and on sale for the vital Christmas season. This meant paying over the odds to jump the production queue.

Then there was the thorny problem of the Escom stores. Would they stock the Amiga or not? To do so may be a disincentive for the independent retailers, who the Amiga badly needs. Not to do so would be a bad move PR wise. In the end, sense prevails. The Amiga will be sold in Escom shops, but not just yet.

A major surprise was the bundle. Although the price point was initially a little disappointing, nobody could possibly fault the collection of first rate productivity software included. If you compare it to a similar set up on the Mac or PC, it is really a bargain. The bundle pleased almost everyone, and it certainly gives plenty of ammunition to the dealers who actually have to sell them. The best bundle ever.

These are no mean feats, and if it had been any other computer, it would have surely meant the demise of that platform. That the Amiga lives on is, at least partly, down to the abilities of Amiga Technologies.

What do you think of it so far?

Amiga Format asked the industry four simple questions about the progress of Amiga Technologies.

1. WHAT HAS IMPRESSED YOU MOST ABOUT AMIGA TECHNOLOGIES SO FAR?

Most were impressed that the Amiga bundle was actually on sale. Ramping up production and "putting together an excellent bundle in just a few months was challenging" as a couple of anonymous respondants said.

Team17's Martyn Brown reckoned "They created a reasonably effective hype splash when they announced all the plans for the Amiga – whether or not they'll come to fruition is another matter. They managed to instill a good surge of confidence in a market that was desperate for good news".

John Arundel of Silica expressed the opinions of many when he said he was impressed by "the speed with which they have brought the Amiga back to the market, and the high level of commitment of their staff".

Jolyon Ralph of Almathera reckoned that their willingness to listen to developers is "immeasurably better than the old Commodore way of doing things".

On a more peple orienated basis, our own Dale Bradford reckoned John Smith, Amiga Technologies UK's Sales manager, was a particularly impressive

BY ANY OTHER NAME

In the good old days, when Commodore owned the Amiga, life was easy for an Amiga journalist. When writing the usual monthly news story about the ups and downs of the company that month, the common hack had a variety of monikers to apply. There was of course, "Commodore" and "Commodore International" for those more formal moments, but if you were in a hurry, or space was short, you could quite reasonably refer to them as CBM (which obviously stands for Commodore Business Machines) and I remember more than once seeing them being referred to as "the Big C".

In these modern times, we are not so lucky. Amiga Technologies cannot be reasonably shortened to just "Amiga" as it would be a little confusing to say the least. Few people would understand just "AT", and "AmigaT" isn't much better. "Amiga Tech." it is then...

personality because of his "great enthusiasm and belief".

2. AND THEIR BIGGEST MISTAKE?

Some concern was raised about the lateness of any advertising plans, although Amiga Technologies have previously stated, somewhat reasonably, that they wouldn't be doing much in the way of advertising until they had machines to sell.

They haven't made any mistakes according to Silica's John Arundel, although "the shortage of products has caused problems. We know that they are stepping up production to meet demands and we expect free flow of stock in early November.

"Like us at Silica, many dealers were overwhelmed by demand when the A1200 was relaunched."

Others felt a little excluded from proceedings. Team 17's Martyn Brown reckoned "from the off they should have ensured the machine had a future by working closely with a number of software developers who were/are capable of ensuring that the machine does have a positive future.

"My feelings are that the English management are somewhat frustrated in that they know what they have to do but their hands are tied to a large extent".

3. DO YOU THINK THE AMIGA IS IN SAFE HANDS?

Discounting the fence-dwellers and the smart alecs who promised to let us know in a few years time, the answer was a resounding "yes".

One anonymous respondant went so far as to say: "I can't think of any bunch of people more commited to the platform than the people at Amiga Technologies UK".

John Arundel amplified on this – "The main staff at Amiga Tech. are ex-Commodore and all have a real passion for the Amiga. They understand the product and the market better than anyone".

Show status:

There will be an Amiga show in the UK, although all the details are unconfirmed at the moment. For the most up to date information, see the "show news" section of the Amiga Format web pages: WWW.futurenet.co.uk/computing/amigaformat.html

All for one, one for all

Even though much of the fuss has been about when the Amiga would be on sale again, where it would be in sale and indeed, how much it would be on sale for, Amiga Technologies have been planning for the future, and what could be any more important than the Amiga's custom chips, the very heart of the machine?

The next redesign of the chipset could be quite dramatic. Whether or not the specifications of the AAA chipset are implemented, it seems to be the intention to incorporate the functions of the Paula, Agnus and Denise chips into one.

It would be costly in terms of research, but if successful, the result would basically be an Amiga on a chip - a device which could be much more easily licensed, and would be more attractive to other technology manufacturers. Additionally, it should be quite a bit faster in operation and, eventually, cheaper to manufacture - circuit boards using the chip would be smaller and cheaper too.

The next step would be to produce a VLSI component which included the processor too - very useful for console and point of information applications.

4. WHAT SINGLE THING SHOULD AMIGA TECH. BE CONCENTRATING ON IN THE RUN UP TO CHRISTMAS?

Apart from Silica remphasising the need to increase production, most industry gurus that the time was right for some advertising. Martyn Brown was keen that Amiga Tech should be regaining the confidence of retailers, and added that marketing should concetrate on the fact that "the Amiga is an excellent family introduction to family home computing that can offer good all-round performance for sound, art, home office, education and entertainment use."

Almathera's Jolyon Ralph reckoned that it wasn't just a case of dealing with the short term, and even before Christmas there should be great efforts spent on planning for new products, as "development of future machines can't wait".

Being numerically challenged, Dale Bradford came up with a number of single things Amiga Tech should do, including: "Getting the machines into retailers and providing them with Point-Of-Sale support, demo disks and 'produc placement' – if they can't afford to advertise, get as much free publicity as possible"

We'll forgive him though, as he did round off with the sage words: "Goods are *sold* as well as bought".

But what about Amiga Technologies? How do they assess their own achievements so far? On page 24, Jonathan Anderson, General Manager of Amiga Technologies describes their achievements in his own words

STATEMENT OF ACCOUNT FOR AMIGA TECHNOLOGIES

CREDITS	DEBITS
✓ Created enthusiasm for the Amiga amongst the industry.	✗ Failed to organise a big Amiga show for the UK (there will be one in January though)
✓ Started up production of the Amiga very rapidly	✗ Failed to even vaguely improve the A1200 before relaunch
✓ Put together a pretty good bundle	✗ Advertising? What advertising?
✓ Employed some ex-Commodore engineers	
✓ Sorted out a decent distribution network	

BALANCE = REASONABLY POSITIVE

Overleaf we have an essential Amiga resource for you, with points of contact for each of the current Amiga Technologies offices, and their corresponding area of concern.

NEW WORLD MAP 22-23



The World according



GERMANY

Area: Germany and Poland
Led by: Rolf Wiehe
Address: Amiga Marketing Vertriebs Service, Gunzostrasse 3, D-61352 Bad Homburg
Fax: +49 6172 45 95 77



UNITED KINGDOM

Area: UK, South Africa, India, Israel, Malta New Zealand and India
Led by: Jonathan Anderson
Address: Amiga Technologies 6 Bridge Avenue, Maidenhead, Berkshire SL6 1RR, UK
Fax: +44 1628 7700 22



SWITZERLAND

Area: Switzerland, Austria, Italy, Greece, Bulgaria, Turkey, Hungary, Croatia, Mazedonia and Russia
Led by: Willy Scheiwiller
Address: ESCOM Handels AG, Zürichstrasse 48, CH – 8134 ADLISWIL
Fax: +41 1 710 9800

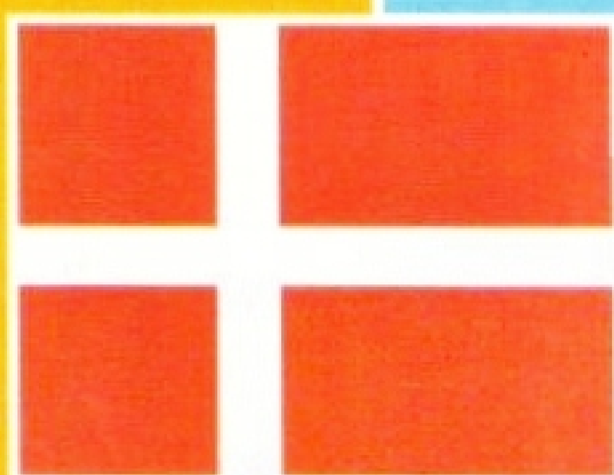


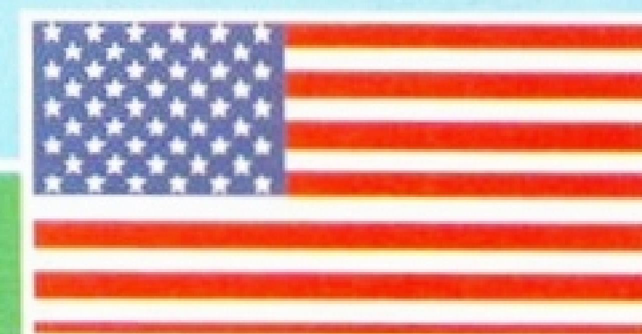
BELGIUM

Area: Belgium and Luxembourg
Led by: Dirk de Waegeneire
Address: Vermeeschlaan, 29 B–25040 HOVE
Fax: +32 3 454 0973

DENMARK

Area: Denmark, Finland, Iceland, Norway and Sweden
Led by: Jesper Christensen
Address: ESCOM BV Scandinavia Overgaden Oven Vandet 56, 1415 Kobenhavn, Denmark
Fax: +45 32 968 222





USA

Area: USA and Canada
Led by: J. Edward Goff
Address: Attorney of Law – Suite 1705, 1528 Walnut Street, Philadelphia, Pennsylvania 19102 USA
Fax: +1 215 546 3460

to Amiga Technologies

MIDDLE EAST

Area: Middle East, Iran, Iraq, Morocco, Lybia and Syria

Led by: Kerstin Schneider

Address: Berliner Ring 89, 64625 Bensheim, Germany

Fax: +49 6251 801 179

CZECH REPUBLIC

Area: Czech Republic and Slovakia

Led by: Frantisek Vrba

Address: ESCOM CS a.s. Lidická 40, 60200 Brno, Czech Republic

Fax: +42 5 4521 1965 (–1131, –3839)

FRANCE

Area: France

Led by: Pascal Wespiser

Address: ESCOM Computer SARL 10, rue Jean Monnet, Parc d'activitiés, Eckbolsheim 67201 Strasbourg

Fax: +33 88 10 33 31

SERVICE & SPARES

Address: Amiga Technologies GmbH, Carl-Giesecke Strasse 5, 38112 Braunschweig, Germany

Fax: +49 531 3108 97

IBERIA

Area: Portugal, Spain and Africa (except South Africa)

Led by: Joaquim Ramos Costa

Address: Apartado (PO Box) 1735, 1017 Lisboa Codex, Portugal

Fax: +351 1 41 42 732

In their own words...

In order to better understand the pressure on Amiga Technologies and their ambitions for the future, we spoke to Jonathan Anderson.

Q. What have Amiga Technologies been doing since April?

Since our press launch in Berlin, we have been extremely busy. We launched the Amiga A1200HD on time and have launched our new software pack - Amiga Magic [for further details see AF 77, the November issue]

Q. How would you asses the performance of the company so far?

Our performance can only be measured by what we achieve. When you consider the problems we encountered from Commodore owing money to most of the electronic/consumer vendors, who incidentally have supported us at very short notice by ensuring that our products are produced on time, this gives an indication of what has been achieved.

Q. What are the major obstacles you have had to overcome?

Assembly/Production schedules are a major headache to most manufacturers – Let me ask you a question: How many other computer manufacturers could have achieved so much in so little time?

Q. Are you happy with the current distribution deals? Do you think the Amiga will get the High St. penetration it needs?

We would be happy if all the High Street chains were to take the Amiga. However, the independent dealer has always been our bread and butter, and as Amiga's will be in short supply until Christmas it is only fair we support these outlets, who have supported us. [see the news pages for further High Street details]

Q. Are partners still being sought for distribution abroad?

Yes. We are always happy to speak to new partners who have the same goals – to make the Amiga successful.

Q. Amiga Technologies obviously don't have the marketing spend of Sony/Sega. Where will all your efforts be concentrated?

We do not consider there to be competition from the companies you mention. "Games only" consoles are not productive – Do parents really want their children to be pushing red and blue buttons? Our belief is parents would welcome their children having the option of learning via educational software and being creative by the paint and word processing software we include in each A1200 Amiga Magic pack.

Q. By what means can you persuade software developers to continue to support the Amiga?

The first hurdle is to show the publishers that all the talking about the Amiga "coming back" is over. The Amiga A1200 and an Amiga dedicated monitor (M1438S) are shipping as you read this, and when we sell 60,000 Amigas in the UK alone between now and Christmas, publishers will, I believe, port software over to the Amiga. The reason for this is very simple – publishers will make more money by porting across onto as many platforms as possible.

For example, if it costs a publisher say £150,000 to write a leisure title for the PC and an incremental £20-30,000 to port this onto the Amiga then you don't need to be a mathematician to work out that their bottom line, i.e. their net profit, will increase significantly. So, it is in the publishers best interests to write software for as many active platforms as possible.

Q. Is R&D still being done on a RISC based Amiga? What market do you see this being aimed at?

RISC is certainly under development – unfortunately, the cost is high and has to come down, making the product affordable for the consumer and we are working very hard to make this happen.

Q. Is there any intention to release an Amiga whose performance fits somewhere between the current A1200 and the A4000?

We have looked into this and to be honest we would very much like to introduce an Amiga that sits between the A1200 and A4000T. However, we have to concentrate our efforts on RISC and bring this product to the market ASAP. Our resources must be utilised to the full and by investing in the future, Amiga users will certainly benefit.

Q. Are there any plans to release an Internet bundle A1200? Will Amiga Technologies support development of internet software for the Amiga?

I recently saw in Germany a beta version of the .net software which is simple to use. Our intention is to include support for the Internet next year. This will be included on Workbench.

Q. Why do you think the Amiga has survived for so long?

The Amiga has always been special. Our customers, your readers, are second to none and never cease to amaze us. Amiga users have always taken great delight in convincing PC and Mac owners of the benefits of having a multi-tasking machine. Non-Amiga owners do not understand the benefits of true multi-tasking – you only have to ask any Win95 or OS/2 user.

"Plug and Play" is another buzzword that PC owners take great delight in telling one another about. Amiga users have had "Auto Config" from day one, or as I prefer to call it, "Fit & Forget". We do not believe that there are any other computer manufacturers that have the loyalty of the Amiga – we are, in my opinion, very lucky to have such dedicated users.

"On behalf of Amiga Technologies we would like to say 'Thank You' to all of you who have 'hung in there'. we really do appreciate your loyalty and support and we look forward to sharing with you the next generation of the Amiga family."

Making a difference

Instead of just sitting around moaning about the state of the Amiga market, why not do something to help?

The Amiga needs to sell very well this Christmas, in order to ensure the continuing development of software for the platform, and also to fund the research behind even better versions of the Workbench, and more powerful machines. YOU can help.

- Make sure that any friends or relatives who may be considering buying a computer over Christmas know about the Amiga.
- Send us your ideas and designs for adverts for promoting the Amiga Magic pack
- Coders - why not create a demo which illustrates the power of the Amiga, and the new bundle? Then send them to us, and we will forward them on to computer shops.

Send your ideas, suggestions and demos to us at this address:
Making a difference, Amiga Format, 30 Monmouth Street, Bath BA1 2BW

Name ....

Address ....

....

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Postcode..............................

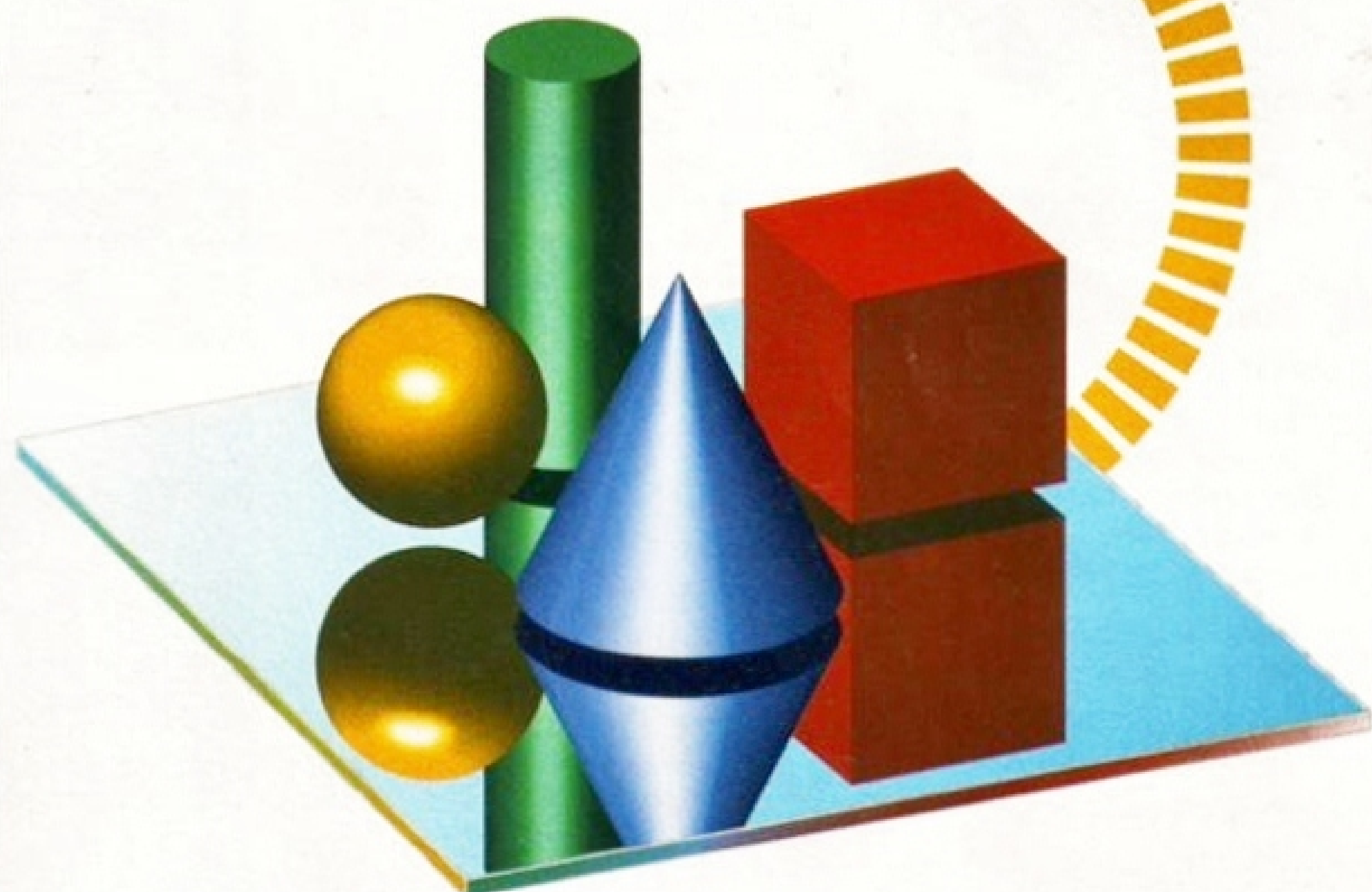
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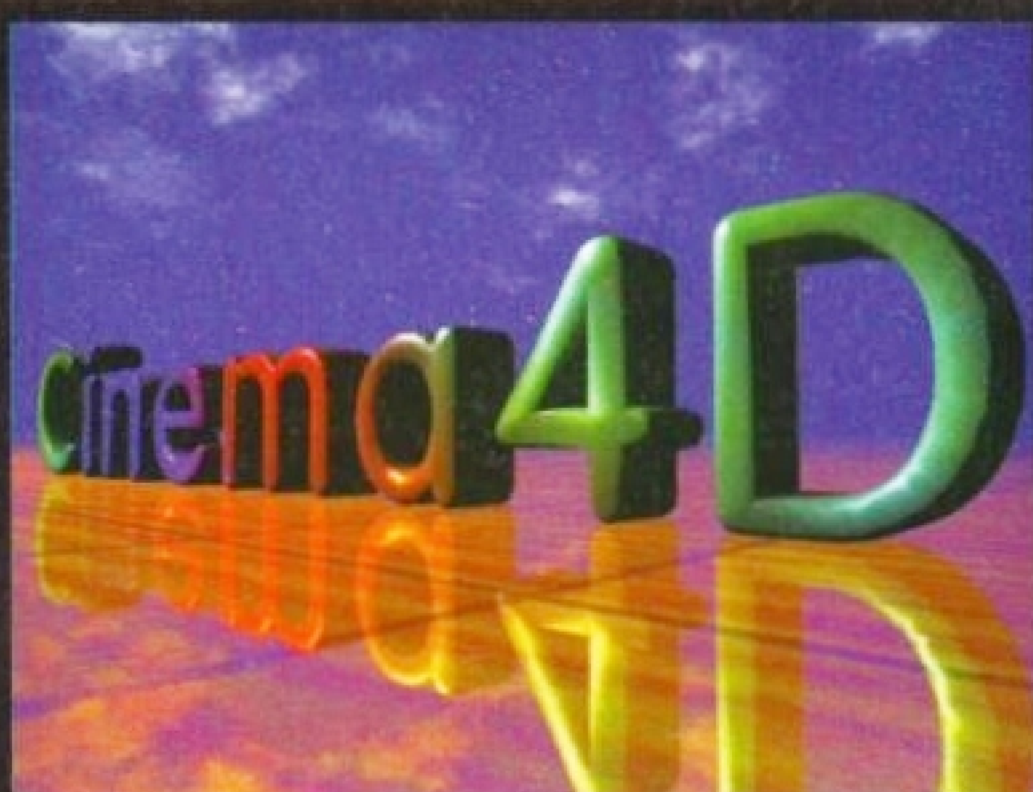
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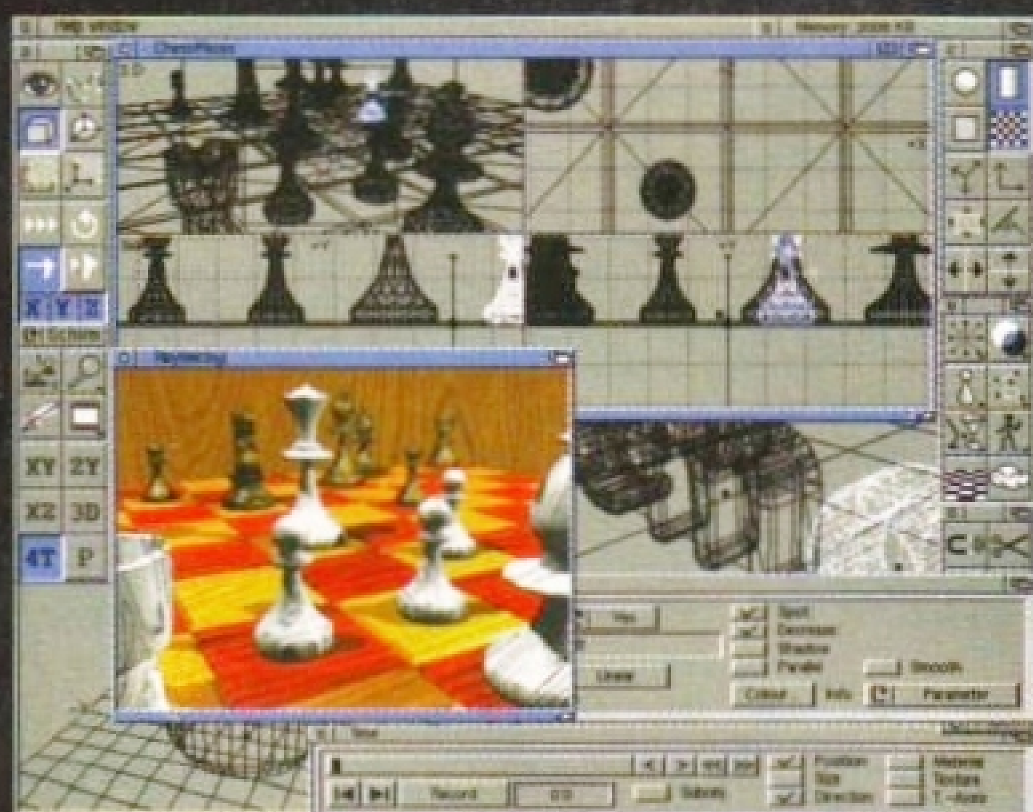
Imagine a world where light doesn't move in waves...

Cinema4D™











HiSoft Systems is proud to present Cinema4D - a new world of Amiga ray-tracing. Cinema4D is packed with power-user features that will satisfy even the most demanding users. Moreover, at £199 inc., Cinema4D does not carry a power-user price tag.

Cinema4D provides an easy-to-use multi-tasking editor replete with every conceivable option including window-based realtime interactive modelling, modelling directly in 3D, basic and complex primitives with uncountable variations, easy object manipulation, moveable tool, object and texture lists, definable object hierarchies, optimised versions for 68020 (A1200 etc.) & FPUs and much more!

The Cinema4D animator brings you even closer to the world of "virtual reality", breathing life into objects and scenes. It doesn't matter whether you want to have your spaceship dock with a new spacestation, or take a tour around the darkest dungeon - with Cinema4D it's so simple. With just a few mouse clicks you will have your objects move realistically through time and space.

Cinema4D runs on all Amigas with a minimum of 3MB RAM, and Kickstart 2 or higher. Cinema4D supports all Amiga and graphic card modes (HAM, HAM8, 24-bit,etc.) and recognised file formats (Imagine, Sculpt, DXF, Reflections, etc.).

Free Cinema4D Demo Disk

Please send me some more information on Cinema4D, and my free demo copy of the program. The demo is compatible with any Amiga running Workbench 2.04 (or higher) and with 2Mb, or more, of free memory.

Name: ____________________

Address: ____________________

____

Post Code: ____________________

You can also obtain a Cinema4D demo pack by calling HiSoft, freephone, on 0500 223660

The world-beating Cinema4D is available from all good Amiga software dealers, priced at £199 inc.

If you experience any difficulties obtaining Cinema4D, you can order free by telephoning our order hotline on 0500 223660, armed with your credit or debit card or you can send us a cheque or postal orders. Please add £3 P&P for despatch to addresses within the UK, £6 for next day delivery (if goods in stock).

HiSoft SYSTEMS

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Bedford MK45 5DE UK

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Fax: +44 (0) 1525 713716
hisoft@cix.compulink.co.uk

It's Back...



Like a phoenix rising from the ashes, the Amiga emerges - reborn under the Escom banner. HiSoft has been there all along, crafting the best products for the best home computer and we have many more exciting titles waiting in the wings… trust HiSoft for brilliant packages, keen prices and excellent service.



£189 £239 inc Squirrel SCSI

Amiga Zip Tools
exclusively from HiSoft

Zip drives from HiSoft include everything you need to get going on a SCSI-aware Amiga: the Zip 100 drive, a 100Mb cartridge, all necessary leads and a complete set of software, programmed by HiSoft, including:

- *Easy access drivers*
- *Password protect*
- *Write protection*
- *Temporary unprotect*
- *Cartridge initialisation*
- *Cartridge eject*

A brand-new SCSI peripheral, the Zip™ may well revolutionise the storage industry.

This newest, most portable exchangeable hard disk drive weighs in at just 1lb, has fast transfer and access times (up to 1Mb/s transfer, 28ms seek), easily fits in your hand, your bag or your briefcase, stores up to 100Mb on floppy-sized disks, is perfect for all types of application and is priced at a level that will make you want to unzip your wallet immediately!

Price inc 100Mb cartridge, extra 100Mb cartridges £15.95 or less!

Order your Zip drive now to avoid disappointment!

The Best-Value Hard Drives

1GB internal £349 £419 external

Quad-Speed CD-ROM £259 £199 internal

If you want a SCSI hard drive then HiSoft has the one to suit your needs; whether you are looking for an internal drive for your tower case, A3000/A4000 etc. or an external 1Gb beast-of-a-drive for any SCSI-aware Amiga, we can supply.

Based on only the highest quality mechanisms from top suppliers, with full manufacturer's warranty, our hard drives are fully tested for all Amiga computers and come with our own additional warranty and technical support.

SCSI Hard Drives

420Mb internal	£179	850Mb internal	£269
420Mb external	£249	850Mb external	£339
730Mb internal	£239	1Gb internal	£349
730Mb external	£299	1Gb external	£419

We offer internal or external SCSI hard drives and CD-ROM drives. Internal devices are suitable for mounting in the A1500, A2000, A3000 and A4000 and come with necessary leads & screws whilst the external drives are supplied in our professional Squirrel cases (available separately) which include integral psu, all SCSI connections and connection leads of your choice (at a small extra cost).

Super-Value CD-ROM Pack

only £225

value if purchased separately £285

HiSoft has done it again with a brilliant multimedia pack of Squirrel SCSI interface, Aiwa ACD-300 CD-ROM and the Almathera 10-on-10 pack of CDs!

Just look at what you get:

- *The amazing, trend-setting Squirrel SCSI interface which allows up to 7 peripherals (hard drive, CD-ROM, Zip, scanner etc.) to be daisy-chained together.*
- *The Almathera 10-on-10 pack of CDs; this is 10 CDs including the Team Yankee game, 2000 clip-art images, the Illustrated Works of Shakespeare, a Comms, Internet & Networking CD, The World Vista Atlas, 1000s of fonts, a complete photo library and much, much more!*
- *CD32 and CDTV emulation software so that you can all those games and other titles such as Video Creator.*
- *The great-looking Aiwa ACD-300 CD-ROM drive; a fast, double-speed CD-ROM with full SCSI specification plus complete audio controls on the front so that you can play music CDs directly. Plus an informative LCD panel.*

All this, packaged together, at a truly superb price, with full 1 year warranty and technical support from HiSoft.

Last chance to buy the Super-Value CD-ROM pack - offer ends 31 October 1995



Disk Magic £39.95

Newly released, Disk Magic (screenshot on the left), is the ultimiate file and disk management utility for your Amiga. DiskMAGIC makes every task you perform - from the copying of a file, to the extraction of an archived file, as simple as a clicking on a button! In fact, after using DiskMAGIC, you'll wonder how you ever used you Amiga without it!

DiskMAGIC is exceptionally configurable, with the ability to alter window layout, file types, action buttons, fonts, screen mode, archive handling, viewers and more.

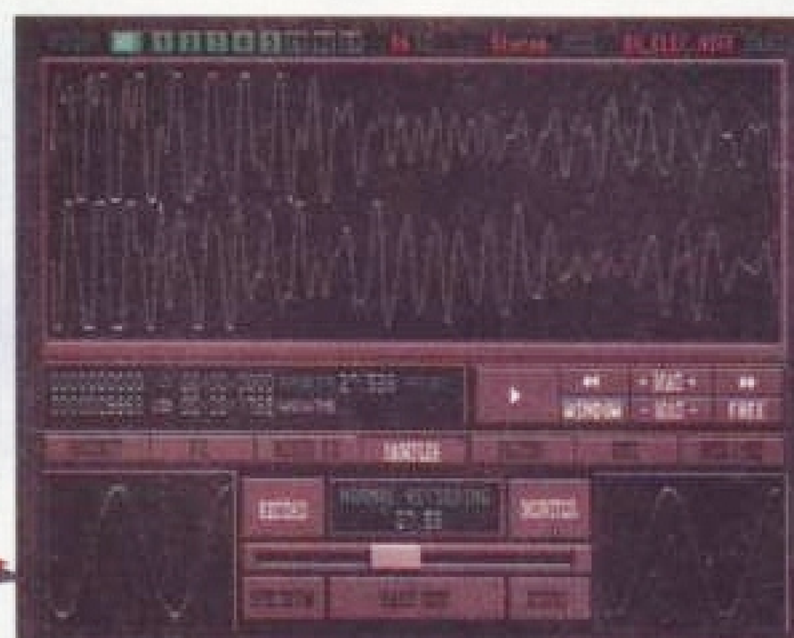
DiskMAGIC is compatible with all Amigas running WB2 (or higher) and with 1.5MB or more of free memory.



Twist 2 Database £99.95

Twist 2 is the highly-acclaimed relational database for all WB2 Amigas (2Mb memory recommended). With built-in Forms Designer, a beautiful user interface, simple-to-use relations, versatile sorting, reporting and searching features and speed that defies belief, Twist 2 is the only Amiga database that will grow with you.

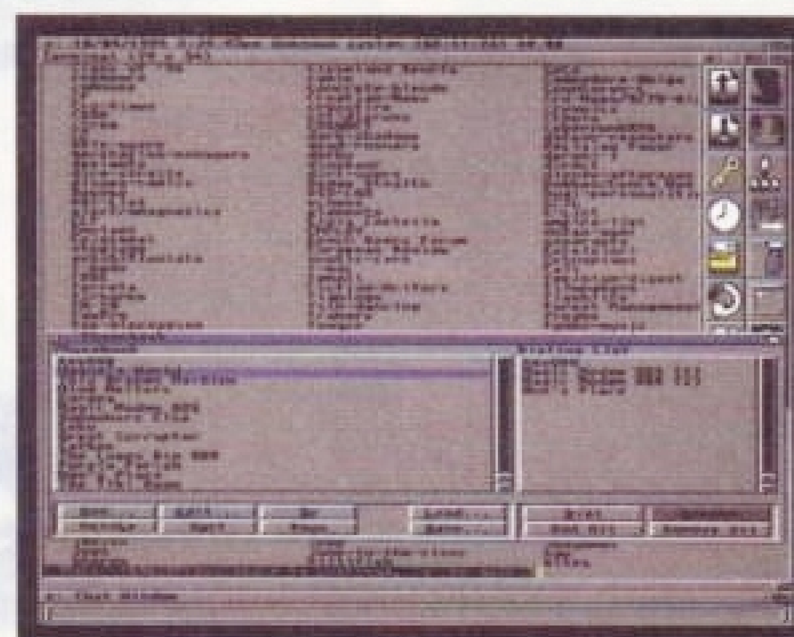
Twist 2 is compatible with all Amiga running WB2 (or higher) and with 2MB, or more, of free RAM. A hard disk is recommended.





£99.95

As music experts (all sampler products are our own design, built and programmed in the UK), you can trust HiSoft to deliver the right package for you; a professional Midi interface (ProMidi £24.95), a great-value, 8-bit direct-to-disk sampler (Megalosound £24.95) or a superb quality 12/16-bit stereo, direct-to-disk PCMCIA unit (Aura), both samplers have superb real-time effects.

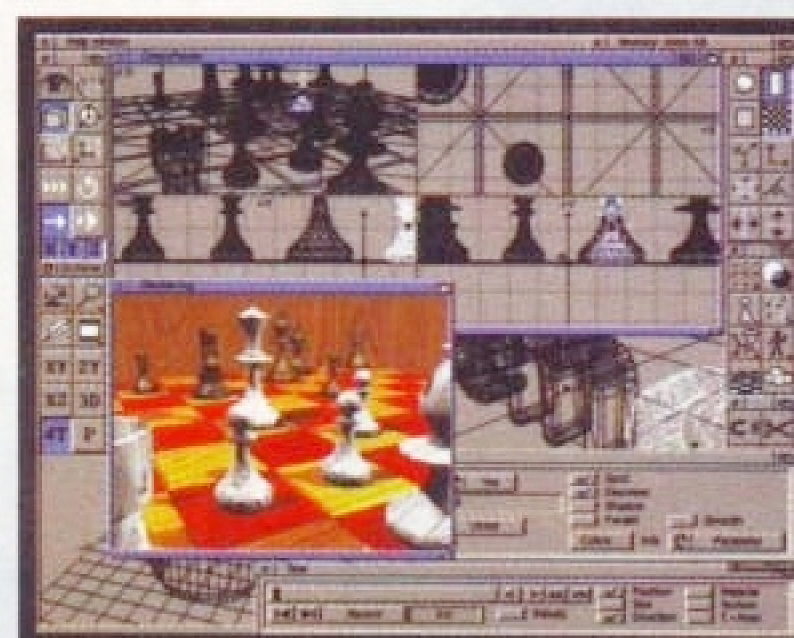


Termite £39.95

Afraid of becoming a hedgehog on the Information Super Highway? Don't worry! Termite is so easy to use that even a first time telecommunicator will feel at home.

Termite is 100% WB2 Style Guide compliant and provides you with all of the modern user interface features to really enjoy playing in the highway!

Termite supports both the Amiga XPR and XEM libraries as well as having its own internal ZModem. Termite is compatible with all Amigas running WB2 (or higher) with 1MB or more of free memory and all modems.



Cinema4D £199.95

An exciting new package, due for release in September at the amazingly-low price of only £199.95, Cinema4D is set to revolutionise the 3D-rendering and animation market.

Cinema4D provides an easy-to-use multi-tasking editor; replete with every conceivable option including multi-window editing, interactive modelling, direct modelling in 3D, basic and complex primitives, easy object manipulation, hierarchies, an optimised FPU/CPU version and much more!

Cinema4D also includes a comprehensive file conversion utility to allow full import of your current objects.

Order Hotline

0500 223660

To order any of the products shown on this page (or any other HiSoft title) - just call us, free of charge, on 0500 223660, armed with your credit or debit card; we will normally despatch within 4 working days (£4 P&P) or, for only £6 within the UK, by guaranteed next day delivery (for goods in stock). Alternatively, you can send us a cheque or postal orders, made out to HiSoft. All prices include VAT. Export orders: please call or fax to confirm pricing and postage costs.

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All prices include UK VAT @ 17.5%

Zip is a trademark of Iomega Inc

HiSoft SYSTEMS

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Fax: +44 (0) 1525 713716



Want to have your say on an issue? Strike back using words. **David Crookes** chats about diskzines and gives some pointers about starting up your very own mag.

Starting your own diskmag

Staring at a television screen that's linked to a computer running a diskmagazine isn't easy. It's not as comfortable as sprawling on a sofa and you could find your eyes in need of some soothing eye lotion after a hard session. But for computer fanzines, diskmags seem the best option by far.

Paper fanzines originated when people felt they had to hit back against the establishment. The written word seemed more powerful and cheap home-produced magazines were easily distributed to anybody who wanted to read them.

Fanzines became popular in the '80s with football fanzines where fans, agitated by certain board decisions, grouped together for their say. Now every football club has their own.

But on computers, where paper fanzines were and still are available, it became obvious that computer users would be better served with a diskmag.

It seemed more fitting with the computer genre and since fanzines don't need to be a profit conscious organisation (a diskmag would find it very difficult indeed to sell in the shops, for example), the path was made easier for disk-based fanzines to emerge.

And, of course, diskmags get around the problem of expensive duplication – one whiz through a disk copier is quick, cheap and easy.

THE MORE, THE MERRIER

Diskmags are created by many different kinds of people. "Scene" diskmagazine, *Grapevine*, is run by a group of people who are active in the more underground nature of computers. *Grapevine* communicates with other "sceners" and has strong opinions – in fact, seeming to be very anti-establishment.

Programming diskmags are set up by programmers with an affection for a certain programming language. The beauty of diskmags is that they allow for an exchange of ideas which benefit the Editor and readers alike, lending support to various products.

Other diskmagazines are set up by fame seekers (people who want to make a name for themselves and so become an Editor to achieve it), letter lovers



One of the first things you need for a diskmag is a colourful interface like this one.

ON THE GRAPEVINE

Possibly the best diskzine available is *Grapevine*, edited by a guy who goes by the pseudonym of Pazza.

Q Why did you set up a diskmag?
The real reason was that I thought most paper magazines that were around at the time I started Grapevine were very poor. But they seem to be a lot better now.

Q Do you find being an editor difficult at all?
Without a doubt, yes!

Q But surely you find it worth doing?
Of course, but I don't make a bean. The whole point of the 'zine is for fun and not profit.

Q There must be some things you hate, though?
Something I hate? Deadlines! But I love the day after an issue is released – then I get to rest at long last.

Q What are the most common problems you have with the magazine and how do you solve them?
Crap articles! How do I solve the problem? I simply delete them mercilessly. I believe in quality, not quantity.

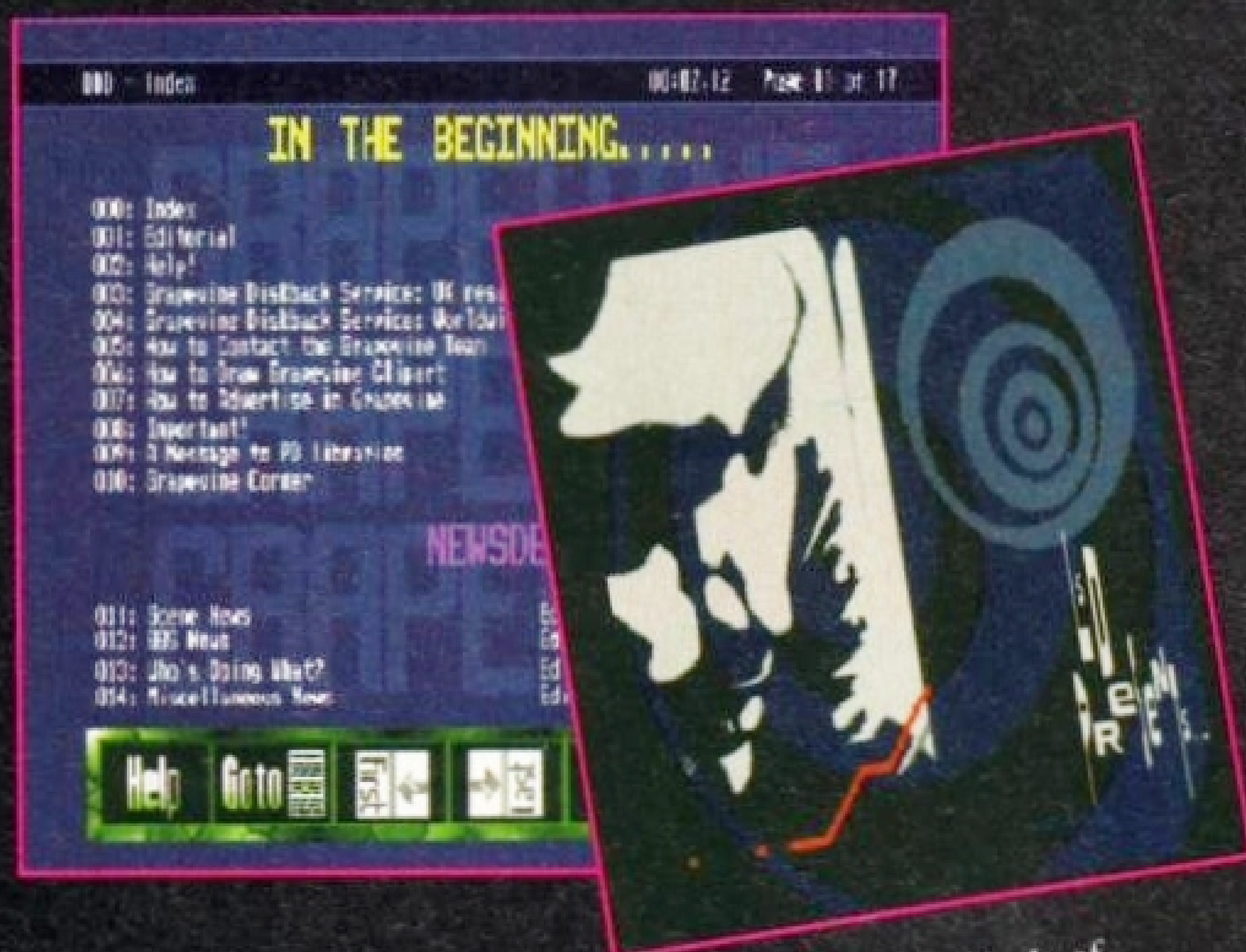
Q You still have a lot of articles in the 'zine. How does the 'zine rate with readers? Do you get a lot of feedback?
I think I'm doing something right because I get a lot of feedback and 90 per cent of it is positive.

Q So what would you say is the most important part of a diskzine – the articles, the music, graphics, or user-friendliness?
All of that of course, but a magazine is only as good as its articles. A magazine with a poor set of articles is a poor magazine, that's the way it is.

Q How would you describe the process you go through for each issue, starting from scratch?
A bloody headache! I end up copying over 300 disks to send to readers, which isn't fun at all.

Q Do you have any tips for anybody wishing to set up their own diskzine?
Yes, don't do it! Try something easier – like 20 rounds with Mike Tyson, or climbing Mount Everest.

5 DISKMAGS YOU SHOULD SEE







1. GRAPEVINE
It just seems to go from strength to strength with hundreds of articles, a user-friendly front-end, good visuals and a little bit of arrogance thrown in for good measure. If you want to find out about the Amiga scene, then Grapevine is the one.

2. RAW
Another 'scene' magazine in a similar *Grapevine* style, *RAW* tends, like other 'scene' mags, to be a little excluding to outsiders, but is still an enlightening read worth checking out. The process of selecting articles is a bit cumbersome, though.

(people who like a bit of post and having lots of people writing to them) and wannabe journalists who set up a diskmag to hone their writing skills to perfection.

Setting up any publication, never mind a diskmag, can be a difficult process. But the major advantage of a disk-based 'zine over the paper equivalent is the minimising of costs (you don't need a photocopier) and this gives you the flexibility to concentrate on the content.

To be honest, a diskmag won't make you as big as Future Publishing is today, but you will find a way of making yourself heard and have fun.

So if you fancy being an Editor and you don't want to spend £30,000 setting up a computer magazine (which, incidentally, is how Future Publishing began 10 years ago), then what follows should be of particular interest to you.



***Stolen Data* has plenty of images from their readers and editors.**

GET GOING

Diskzines such as *Deadlock* and *Grapevine* are evidence of sub-genre Amiga diskmags. Some cover programming, some are about games and some diverse into altogether new dimensions, such as *Star Trek* diskmags.

This on its own gives you an idea of what diskmags are all about. They give an alternative perspective of the Amiga and dwell in-depth on matters that interest the Editor.

Follow their lead. Tackle a subject that interests you. After all, merely covering a subject that has been tackled very competently in another publication is not going to gain you as many readers than if you created a different one and showed enthusiasm for the subject.

Once you have decided on the topic or even topics that you will cover, it's time to write. Before you do, though, organise things by drawing up a flatplan (a plan of what will appear in the 'zine; how many words it will have, etc.).



Diskzines, such as *Amoszine*, are evidence of specialised, sub-genre Amiga diskmags.

Doing this will enable you to see what you have to do and what you have done; it'll show you what work has been commissioned and possibly act as a reminder to back up your work regularly. I'm sure there are many stories of entire issues falling prey to the disk error syndrome.

You will find that readers will send you contributions, which are difficult to plan beforehand in a flatplan. If you create spaces in your flatplan when you draw it up, making sure you have material to cover any gaps that aren't filled by readers, or carry reader articles to the next issue, you can easily solve that problem.

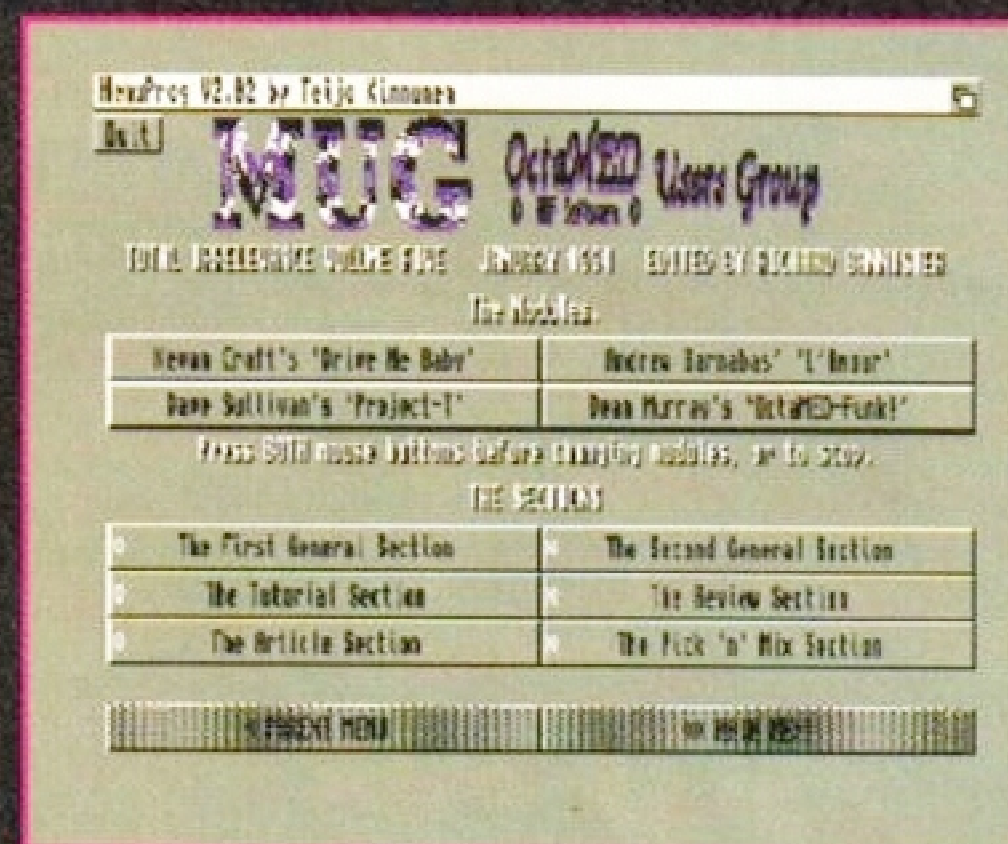


4. DEADLOCK

Literally a fascinating read. There's lots of it, written in a humourous tone, even if it is brash, bullish and just a tad rude. Absolutely essential to get hold of.

3. VISUAL INTENSITY

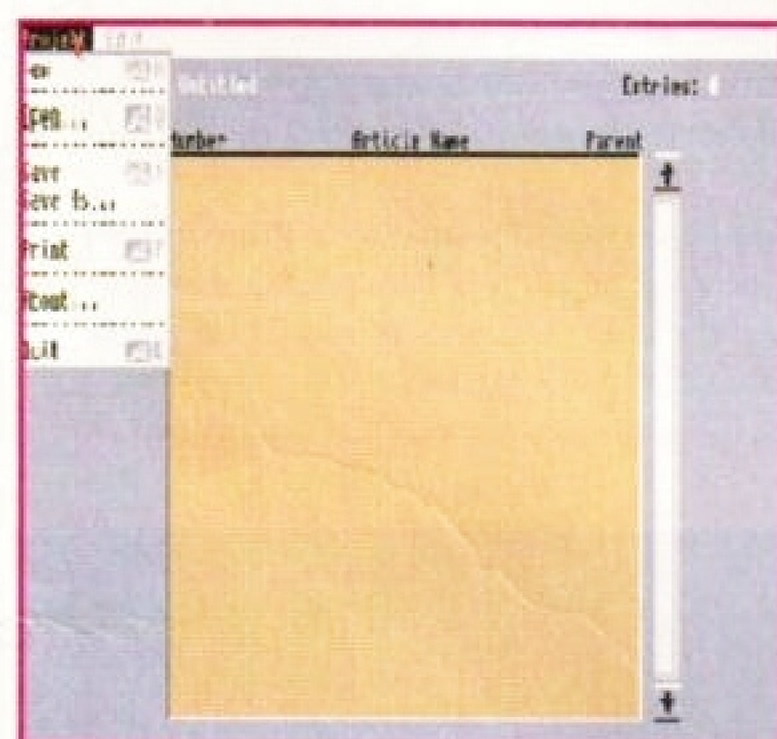
Dual Format produce a polished effort, with lots to read and keep you busy, including a similar front-end to most diskmags of today.



5. TOTAL IRRELEVANCE

Some people may be a little surprised at this inclusion because *Total Irrelevance* is nothing too special. It's not graphically inspiring, but for any *OctaMED* users, there's more than enough to keep you happy and it makes a change from 'scene' news, which is why it's included. Diversity, you see?

These mags are obtainable from most PD libraries.



Magnetic Pages **consists of three programs – an Editor,Organiser and Displayer**

However, diskzines, by their very nature, (smaller and more personal readership) are in a better position to offer readers support than a commercial magazine. If you offer support, then you may just find they'll offer it back. Just answering reader queries by return post is mighty impressive, even if it does slightly increase an already hefty workload.

And that brings us to another point. If you were thinking of doing everything all by yourself, then, unless you have a massive amount of time on your hands, don't.

Diskzines tend to have hundreds of quite lengthy articles, so I would advise you to pester your friends into contributing. Or make a plea for writers, artists and musicians by placing adverts in computer stores, in classified ads, or, even better, approach talented people direct. In return give them a free copy of your diskzine and maybe a free advert.

Once you have got some "staff" together you can then delegate jobs – giving music work to the musicians, programming work to the programmers, art work to the artists, and so on and so forth. If you play to people's strengths, everything should run smoothly.

When articles begin to pour in, you have to select the best ones and edit them into shape. You need to make sure everything is easy to read, spelt correctly and not libellous. Although fanzines usually get away with most libellous ranting (because not many people can be bothered suing them), they are in effect as 'suable' as a commercial magazine.

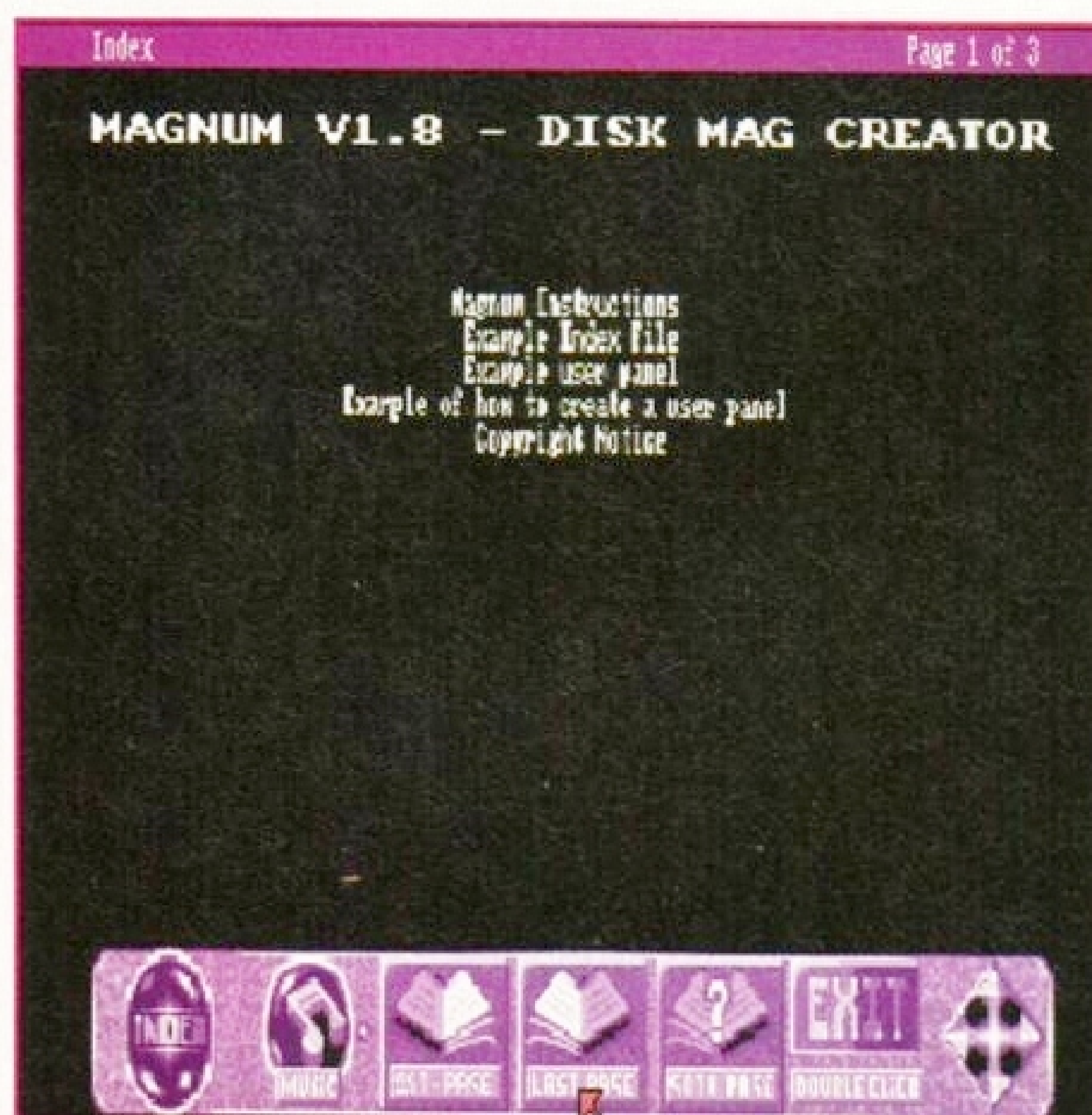
YOU'RE THE BOSS

Bear in mind that you are the Editor and it is your job to ensure that what you print is right for the magazine. If you don't want to print somebody's short story, for instance, then politely tell them so.

Just keep an open mind. The story may have been well written, but just not what you were looking for. In this case, you could commission the writer to pen the article you want.

However, commissioning people can often cause a few extra problems. Your writers may decide not to send you anything until a week after you intended the magazine to go out, so you must set some sort of deadline. One area you should be particularly careful about is accepting a series of tutorials from somebody.

Magnum v1.8 **is a shareware release that does everything you need a diskmag to do, combining text, graphics and sound.**





To aid you with creating a colourful diskmag, DMC (Disk Mag Creator) comes with some bright and cheerful clip-art images. These are from Belinda Bye.



The Disk Mag Creator (DMC) not only comes with the tools you need to create your own mag, it has on-screen instructions too.

If something crops up for the writer and he decides not to continue the series, not only have you got an unfinished set of articles, but a lot of frustration from readers who have been closely following it. It may be best to only accept a complete series.

The last thing to consider is whether or not to carry ads. Diskzines are alternative in both medium and manner, and, as such, most diskzines carry ads that you wouldn't find elsewhere. For example, *Grapevine* lets people advertise for pen pals. Most 'zines also offer free advertising because they are happily free from commercial constraints.

If you do carry advertisements, perhaps just to fill up space or, if you charge for it, just to make a little bit of a profit, then try to attract advertisers that are relevant to your type of mag and don't charge too much.

The final step is to put everything together – the words, pictures, music and a user-friendly method of control. If you follow your previously drawn flatplan, you'll find the final process a lot easier.

But the *only* thing you should worry about is having fun doing it – that is the whole point. When it starts to become a nightmare burden, then it's time to pack it in. Have fun!

FIVE TOP TIPS

1 Organise everything before you begin each month. Create a flatplan and work closely to it.

2 Don't get discouraged if your magazine doesn't sell a million with its first issue. Be determined and *never* give in. If you still hit a brick wall every month, just adopt a different angle and give it another try.

3 When you are writing or including an article, one thing to think of is "will this piece become obsolete by the time the magazine is finished"? Try to write timeless pieces.

4 When including software, be absolutely sure you are not committing piracy. It'll catch up with you *very* quickly.

5 Work out a routine. The diskmag will probably be done in your spare time after work, college, or school. The quicker you get into a routine with the mag, the more time you'll have to do other things without compromising the mag's quality.

ESSENTIAL SOFTWARE

Word processor – A word processor is the most vital component of the whole enterprise. You need some method of being able to put your words to screen, then spell-check them and have the flexibility to easily change things. Don't worry too much about WPs with graphic capabilities since a decent diskmag creator would sort out that problem.

Art package – Most Amiga users have *DeluxePaint* or *Personal Paint*. If you do, then don't bother upgrading unless you feel you really need to. All you need an art package for is knocking up the odd graphic or two.

Disk copier – Absolutely essential if you are distributing the package yourself. Every Amiga owner has access to Workbench's copying facility, but you'll find that there are quicker and easier PD alternatives.

Music package – Music is definitely essential on a diskmag. A dance track is usually the preferred musical taste, but if you can't create music (like too many of us), then check out the PD libraries and see if they have copyright-free material for you to use (maybe an Oasis-esque track?).

Programming Package or Diskzine Creator – If you want to individualise your 'zine and you have programming talent, then programming your own method of putting the magazine's elements together and making it easy to use is the only way.

However, there are alternatives for people who can't program, or can't be bothered to. There are three main packages which you may find useful and they are all either PD or shareware.

One of these is ***Magnetic Pages***, a shareware release that consists of three programs – an Editor (to create articles), an Organiser (for assembling articles into a 'zine) and a Displayer (to display the mag). It does everything you need a diskmag to do, combining text, graphics and sound, and comes very highly recommended.

Magnum v1.8 is the latest incarnation of this particular package. It can produce excellent results, comparable to 'zines like *Grapevine* and *Deadlock*, and is also easy to get to grips with. You just need to load an ASCII file into it, which any word processor can produce. The package comes with complete instructions, although the options open to anybody reading your mag are quite limited – it only offers options to access the index, exit and move around the screen.

Disk Mag Creator is a bit more flexible, reviewed as recently as *AF74*. It's shareware, but the demo version still allows you a lot of room to test it to the full – it lets you input 200 articles. And it has every option you can think of, including a print option in case people want to print your articles. And, sounding like a scratched record, it's easy to use (and why shouldn't it be?).

Because you can pick all of these discs up for around £3, I advise you to get the lot and pick the one you think is best for you.

As for hardware, a second disk drive is pretty much essential in order to save tedious disk swapping. A printer could also come in handy for printing disk labels and writing letters.

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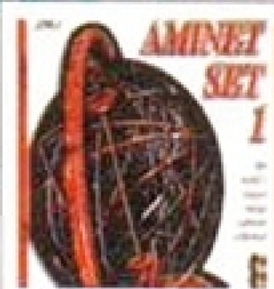


Network CD 2

Network CD has been long recognised as the definitive way to join a CD32 to an Amiga, with a plethora of aimed at the transfer of information between the two machines. It enables the access of compact discs on the Amiga by using the CD32 as a slave drive. With the release of Network CD 2, Weird Science are proud to announce that the networking of the CD32 to an Amiga is about to change beyond all recognition, with emphasis purely on speed and ease of use. Network CD 2 provides a new easy one button set-up of any of the tools on both the CD32 and the Amiga. Sernet now runs at far higher speeds than ever before and includes keyboard and mouse emulation from the Amiga. Twin Express can now be controlled by Directory Opus 4.12 (not included.) Every aspect of the original CD has improved with many more features than described here.

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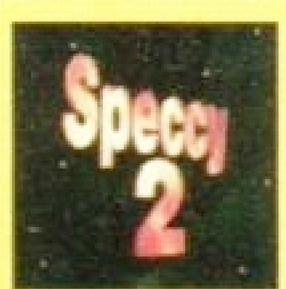
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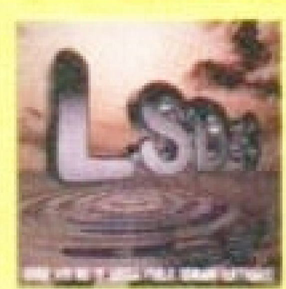
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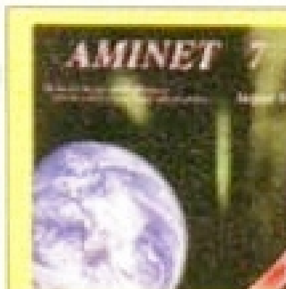
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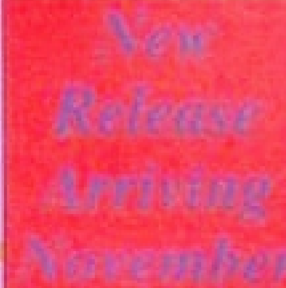
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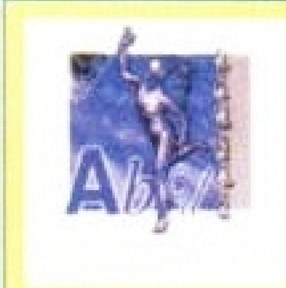
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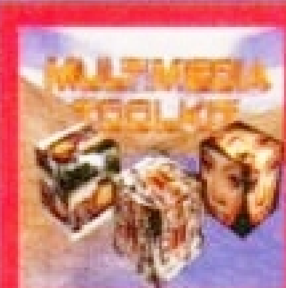
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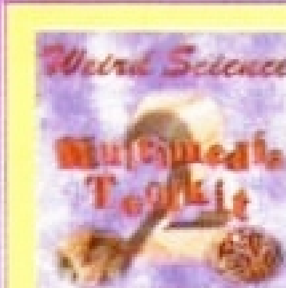
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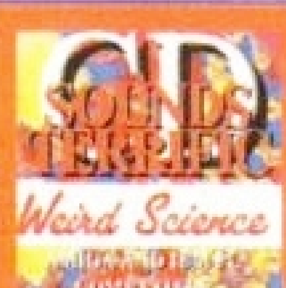
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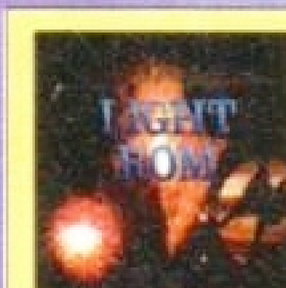
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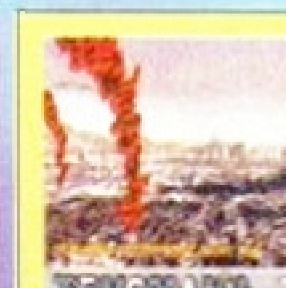
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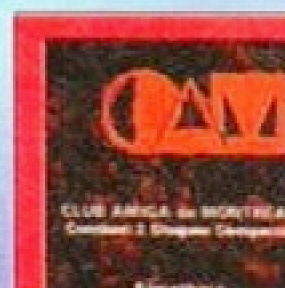
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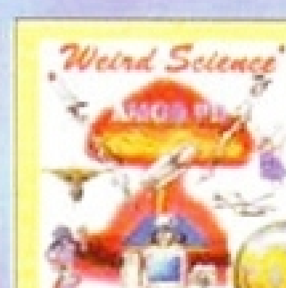
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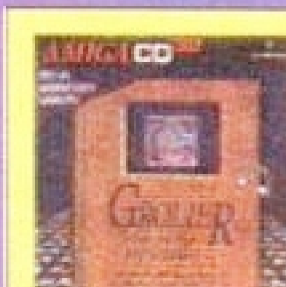
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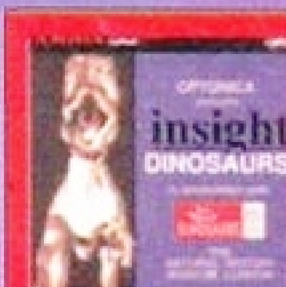
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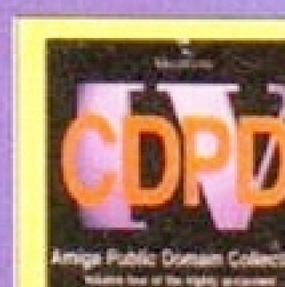
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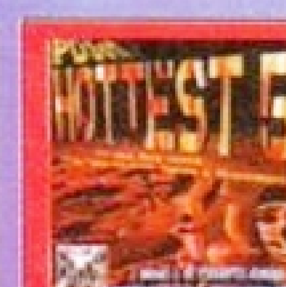
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The need for speed

Fed up with being stuck in the slow lane when it comes to Amiga games? Join Steve McGill as he takes a speculative look at current Amiga games and delves into the world of expansions, upgrades and accelerators.

Ever felt you were being dealt a bum deal in the Amiga games department? Ever felt that the Amiga should still be at the forefront of video games technology like it used to be? Ever felt that the energy some PC game developers are expending on the exploitation of PC hardware should have gone into the Amiga when the A1200 first appeared? Me too.

Think of how many times the Amiga's games have led the field, been copied and the cloned offspring has gone on to major success on dedicated games platforms; *Lemmings*, *Sensi-Soccer* and *Super Skidmarks* stand out as shining examples.

Increasingly, though, the Amiga is losing out. Not through the loss of developers – a good few of them will be back after enormous Christmas losses on their balance sheet – but through the restraint of processor power.

Think about the following three games, released when the A500 was still at its zenith: *Stunt Car Racer*, *Formula One Grand Prix* and *Knights of the Sky*. Each one pushed the 68000 processor to its limit. That's why if you upgrade from an A500 or A600 to an A1200, the above games take on a new lease of life. They play perceptibly faster so that the motion not only feels more realistic, but enhances the immersive atmosphere of the environments the game plays in.

For more realistic AGA games, the 68020 found in the standard 1200 just doesn't cut the mustard these days. Especially in the realm of 3D, which just happens to be the area where the most exciting games are evolving; *Guardian*, *Fears*, *Gloom*, *Gunship 2000*, *Zeewolf2*, *Coala* and *Alien Breed 3D* to name the most important.

To be fully effective, these games need grunt. But they also need to be made friendly and customisable enough to enable owners of underpowered Amigas to play them too.

In this instance and to illustrate what we mean, we'll use the example of two games recently covered in *Amiga Format*: *Fears* and *Coala* (see page 44 for a full review of *Coala*).

Fears requires a 68020 and the AGA chipset. In other words, a bare A1200. It will run faster if extra memory is installed – even one megabyte of Fast RAM increases the frame rate. It will run faster still if an accelerator of some kind is fitted.

Combine the two and we're talking about a game which, although lower in resolution, can run every bit as fast as *Doom* on the PC – subjectively speaking, of course, it depends on the spec of both computers.

The beauty of *Fears*, though, is that it'll trade-off graphic enhancements in order to keep a decent running speed no matter what's powering the game. Therefore, if you've just bought a Falcon, a Blizzard, or Apollo accelerator card, you can afford to have the texture maps switched on the largest screen size and still expect the game to run at a silky smooth frame rate.

Close on the same speed could be achieved on a standard A1200 if you switched off the textures and reduced the screen size.

Admittedly, playing this way isn't as atmospheric, but if you take the smart option and choose to upgrade, the game will upgrade with you; inbuilt longevity if you like.

On the same vein, but a different capillary, there's the helicopter battle sim *Coala*, reviewed this month on page 44. *Coala* is exciting for several reasons.



***Coala*. Terrific game in its present incarnation. If the base-Amiga had more oomph in the speed stakes, it could've been made even better.**

OUR FAVE FIVE AMIGA GAME EXPANSIONS


Whatever your budget, there's an accelerator out there to suit your pocket.

1 The Falcon = 68040 clocked at 25 MHz with built-in FPU and MMU. £499.95 bare board. (*AF77;* FG90%) Power Computing 01234 273000

The king pin bruiser of the accelerator set. If *Coala* was programmed with this baby in mind, there would be texture mapped vehicles aplenty.

An Amiga games player's wet dream.

2 Apollo 1220 = 68020 clocked at 28MHz with 68881 FPU. £99 bare board. £228 with 4Mb RAM. (*AF75;* FG90%) Siren 0500 340548.

Probably the best value of all accelerators mentioned here.

This is one is for users on a budget who have to balance performance versus price.

3 Blizzard A1230-II = 68030 clocked at 40MHz £244.95 or 50 MHz £329.95 bare boards. (*AF63;* 88%) Gordon Harwoods 01773 836781.

Runs at double the speed of an A4000/030, this board provides some serious grunt. Would run a texture mapped version of *F1 GP* no problem. How about it, Sir Geoff Crammond?

4 Apollo 1230 Turbo = 68030 clocked at 50MHz. £289.99 bare board. (*AF77;* 87%) Siren Software 0500 340548.

Hailed as an "All singing, all dancing – everything a card for the A1200 could offer" accelerator by our resident freelancer, David Taylor.

The 1230 Turbo turns your A1200 into a formidable games machine. *Breed 3D* could be turned into a *Doom*-beater with this card.

5 Power A500 68020ec = 68020 clocked at 28MHz. £99.95 bare board. £40 1Mb SIMM. (Not yet reviewed.) Power Computing 01234 273000

Just in case A500 owners are feeling left out, this expansion will speed up games like *F1 GP*, *Stunt Car Racer, Knights of the Sky* and let you run *Coala*. Hurrah.


A texture mapped *F1 GP* would be a joy to play and add incentive to gamers to upgrade and expand. Graphic detail could be traded off against speed depending on the processor used.

The main one being the potential and example it offers to games taking place in a 3D accelerated environment.

It's not perfect by any means. But it has its own internal dynamics and offers a subliminal 'virtual' cockpit which helps immensely in the credibility stakes. It also offers many features that anyone in possession of a 68020 processor and above can benefit from and take advantage of.

This time the 68020 doesn't necessarily mean that you have to own an A1200 either. Owners of A500+s and A600's can play *Coala* too; just add a 68020 accelerator card.

IDEAL TRADE-OFF

The real beauty of *Coala*, though, is the number of options it presents to the player to customise the environment and find the ideal trade-off point of processor power versus graphic detail.

There are nine in all: vision, world detail, object detail, shadows, surface detail, time compression, sound, shaded horizon and copper horizon.

Five of these are mere toggles: shadows, surface detail, sound, and both horizons. The other four are scaled and are worth more discussion.

Vision – probably effects the running speed of the game the most. The maximum distance of your sight is a setting of 1000. On an unexpanded 1200 the frame rate drops drastically, but the game looks better. Can be optimised in units of 50.

World Detail – on a scale of 1-10, affects the number of trees, buildings, and roads. Again, down to user preference and processor installed. The more detail, the better the world looks.

Object Detail – another 1-10 scale. This time it's the detail on the vehicles in the game, including the player's chopper that are added or subtracted. Obviously, the more real a vehicle looks, the more satisfaction gained from blowing it up or shooting it down.

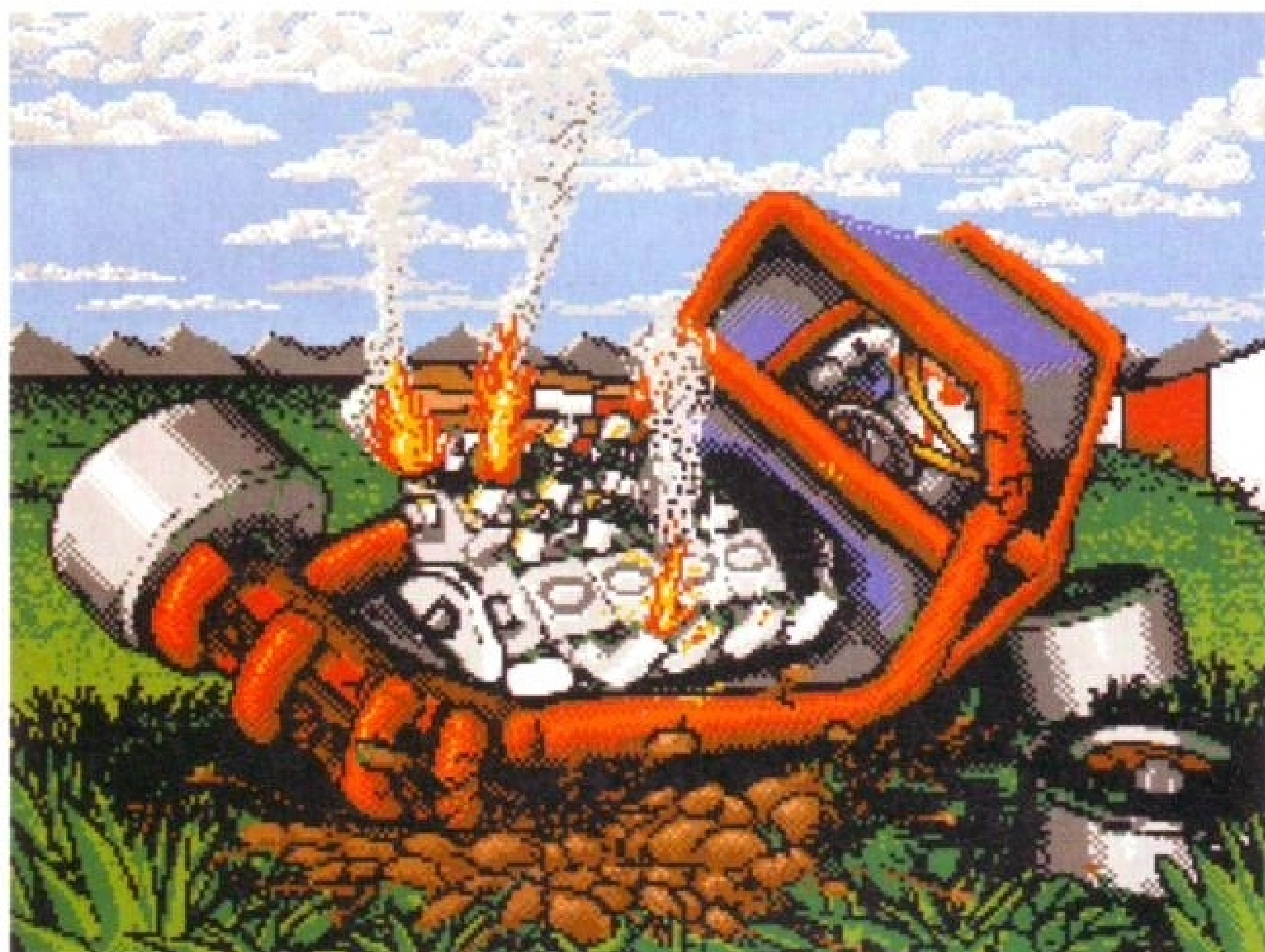
The last of the options is **Time Compression**. Here, the player can choose to enable slow motion, real time, or fast motion.

If the player isn't sure which of these options is the best trade-off, they can always change between them while the chopper is flying and feel the difference in handling as it happens.

What's more, a suitably powered Amiga could drive a virtual reality helmet or glasses and make *Coala* a truly immersive experience. Amiga Technologies have their own over-priced version of the type of glasses needed. With proper driver support, Coala would be a virtual reality winner.

In all, *Coala* offers a tremendous amount of scope for customisation and optimisation. Something that games developers have mostly ignored with the Amiga, yet pay very close attention to on the Mac and PC platforms.

If you own an accelerated Amiga, let software houses like Team 17,



***Stunt Car Racer*, the serial linked racing game of champions. Linking between an A1200 and an A500/600 produces results that may be surprising to most Amiga gamers.**

Manyx, Acid, Graftgold, Vision, Black Magic and any others whose games have captured your imagination, know the spec of your Amiga. Let them know that you'd rather play games that exploit the Amiga's hardware potential to the full than put up with games that limit themselves to the minimum spec.

Around half of A1200 owners own expansions of some kind or other. Convincing the other half to upgrade would be easier if more games like *Breed 3D* and *Coala* were released. The more people who upgrade, the more viable and attractive the market appears to developers.



Originally coded for a 68000 processor, *Knights of the Sky* fairly flies along with a 68020 installed. Worth looking into.



A faster frame rate, easier handling, more objects on screen, a higher resolution. All this could happen with an accelerated Amiga.

WHAT AN FPU COULD DO FOR GAMES

One of the the elements missing in *Coala* which could make a lot of difference to the presentation and atmosphere of a game is the use of texture maps; look at *Fears* and *Breed 3D*.

If you've taken a look at our accelerator box, you'll have noticed that we've mentioned whether the card has a Floating Point Unit (FPU) or not. The FPU relieves the processor from maths intensive functions and frees it up to do other less boring things instead – like take care of the game.

Texture maps are maths intensive. They could be taken care of by the FPU while a decent running speed for the game was maintained. It would probably require two versions of the game to be written; a normal version and an FPU 'optimised' version. It would open up a previously unexploited avenue of Amiga gaming and provide a better return on investment for developers than the PC market is currently yielding.

PC and Mac games are written in a similar manner to the above. So why not for the Amiga? Having to make allowance and write games for base machines doesn't wash any more. If PC games were limited to the base PC, they'd still be written for a 640K dinosaur. Demand your right to better Amiga games now.



If coded with a faster processor in mind, *Breed 3D* could easily be a *Marathon* beater. Go to it Team 17.



A more comprehensive set of customisable options ensures longevity for *Fears*. More games should offer this.

• WIN • WIN • WIN

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Simply write your answers to these four questions on the back of a postcard, along with your name and address and send it to:
Empire *Coala* Competition,
29 Monmouth St, Bath, BA1 2DL.
Alternatively, send your answers via e-mail to: amformat@futurenet.co.uk, putting *Coala Compo* in the subject line. The draw will be made on 8th December. Good luck

QUESTIONS...

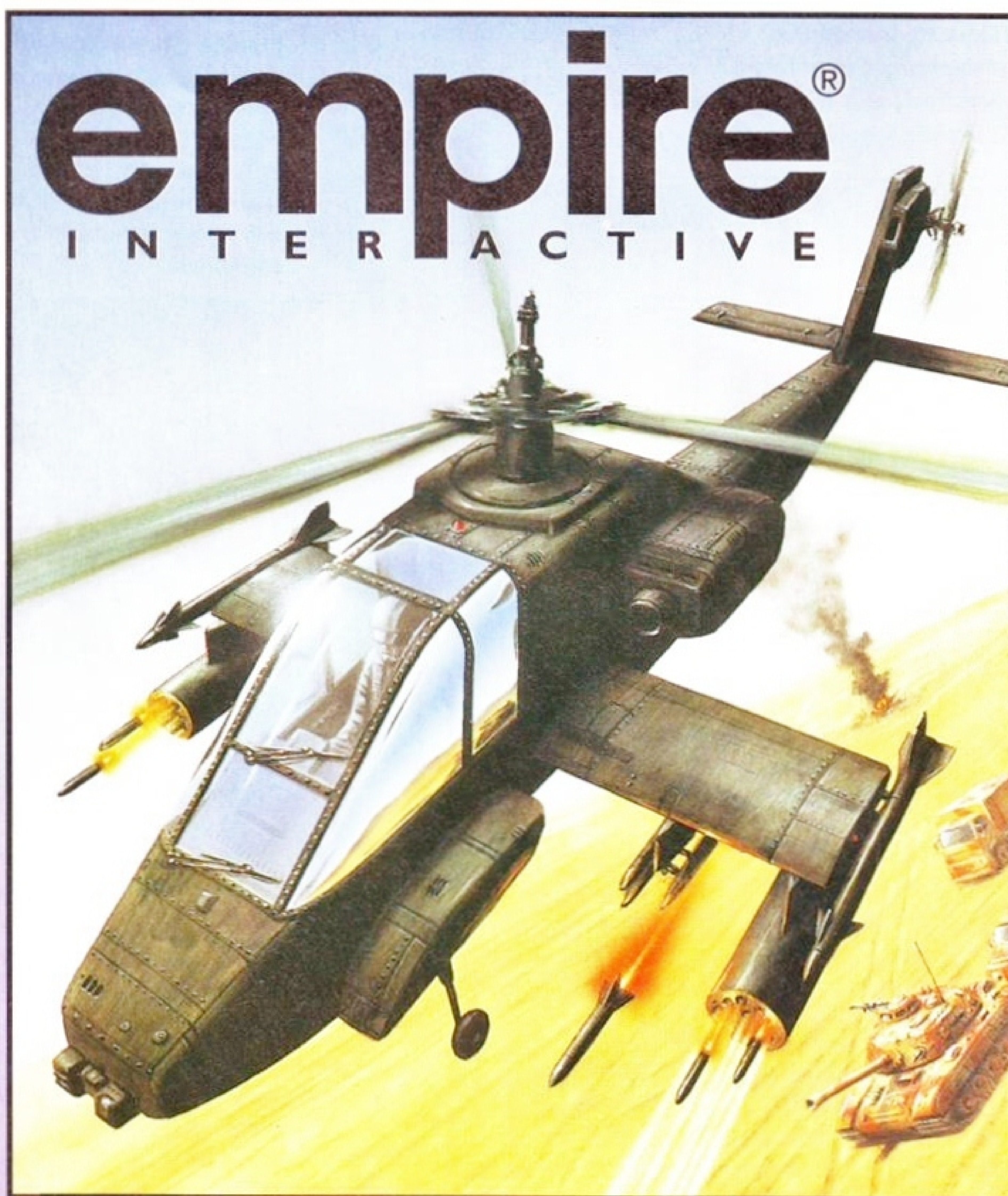
1. Which of the following is *not* a type of helicopter?
   a) Chinook
   b) Apache
   c) Sidewinder

2. How many different types of helicopter can you pilot in the game *Coala*?
   a) 1
   b) 3
   c) 4

3. What type of processor is used in the Apollo 1232?

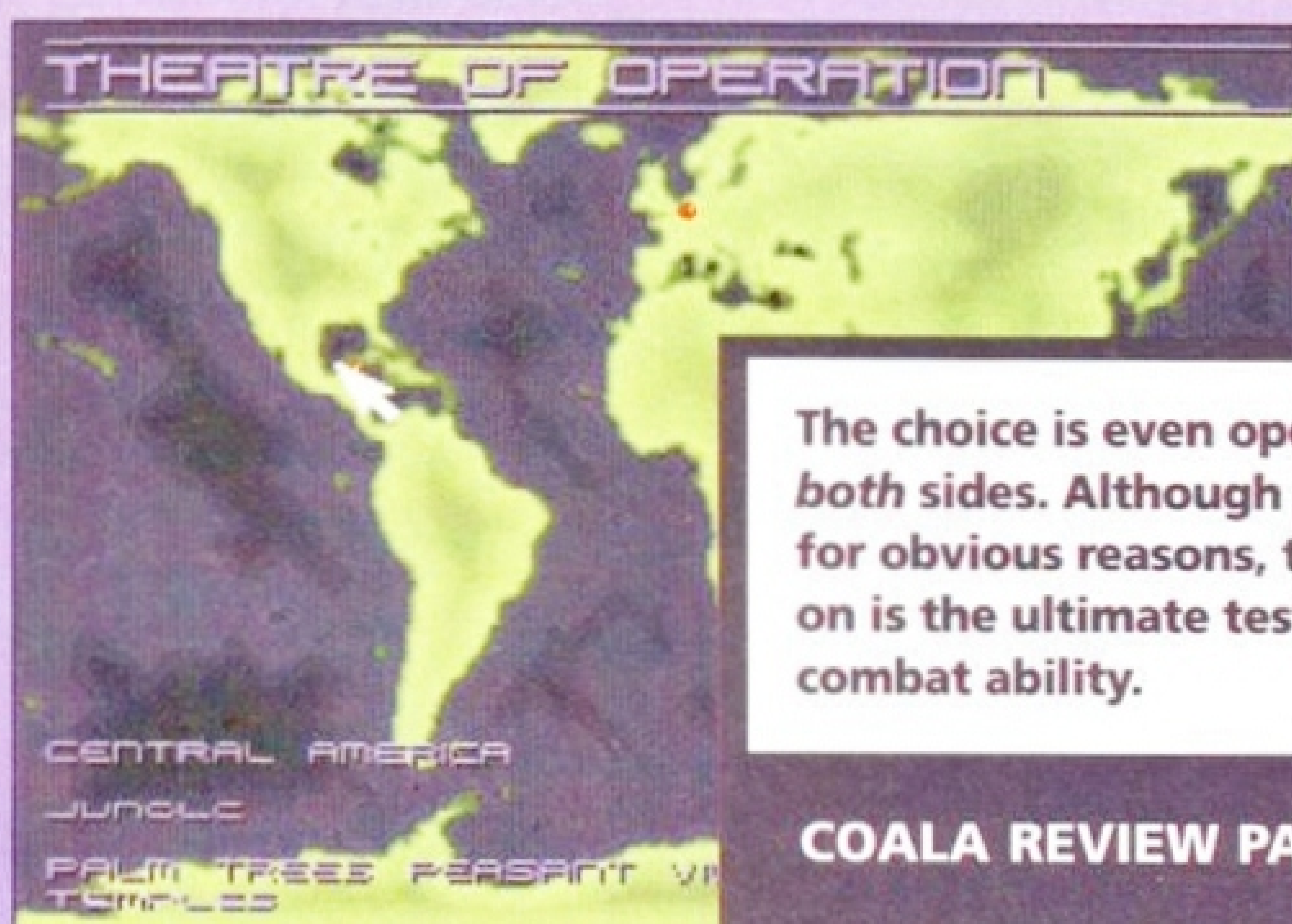
4. What do the initials FPU stand for?

No employees of Future Publishing, Empire, or Siren may enter. No correspondence will be entered into. So there.









With the accelerator prizes on offer here from Empire Interactive, you'll be able to experience the beauty of *Coala's* graphical detail, processor speed and frame rate.

The choice is even open to fight against *both* sides. Although not recommended for obvious reasons, taking everyone on is the ultimate test of the player's combat ability.

COALA REVIEW PAGE 44



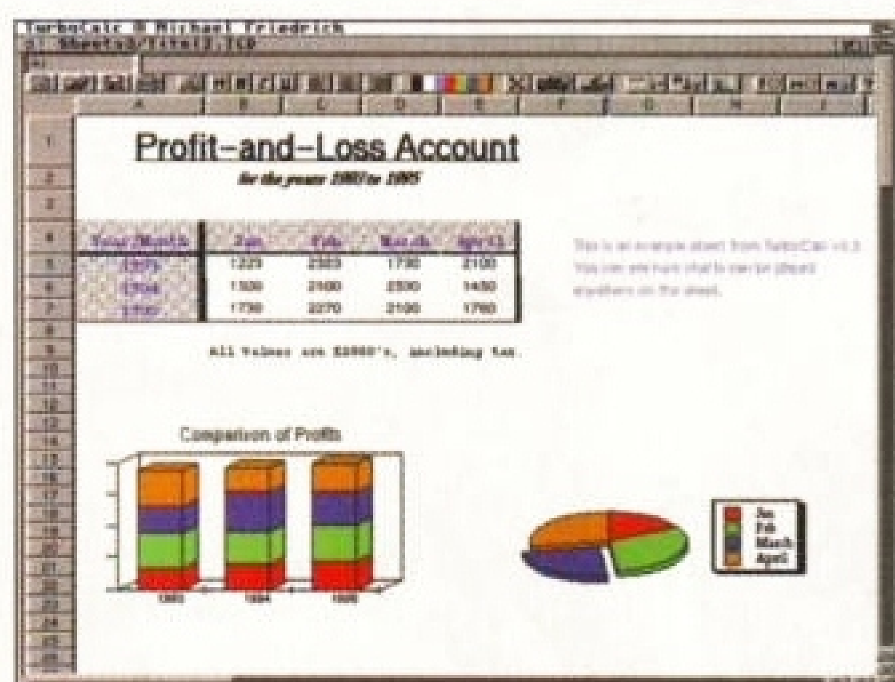
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“This is the only choice, the only Amiga paint program that does everything—painting, image processing, animation and 24-bit printing—there is no other choice for a computer artist!”

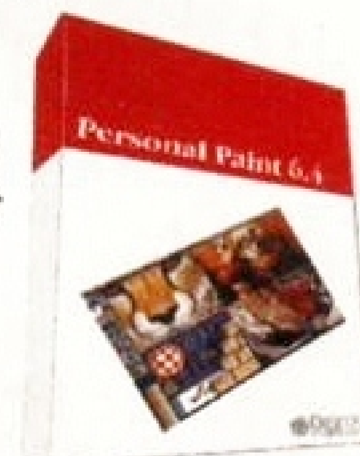


Painting has never been so liberated! Personal Paint's unique virtual memory facility uses free disk space to supplement RAM, and in doing so, relieves memory constraints.



And with its unequalled support for third party graphics cards, you can create fabulous images no matter what Amiga you use.

- Stunning effects like emboss, water-colours, transparencies and stereograms.
- Full range of drawing and colouring tools, with the ability to store up to 9 brushes.
- Animation storyboard.
- Virtual memory, uses free disk space to supplement RAM.
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- Multiple undo and redo.
- Built-in screen grabber.
- Low price upgrade! Call for details.
- Requires Workbench 2 or above, floppy or hard disk, 1MB RAM.



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New! Datastore 2

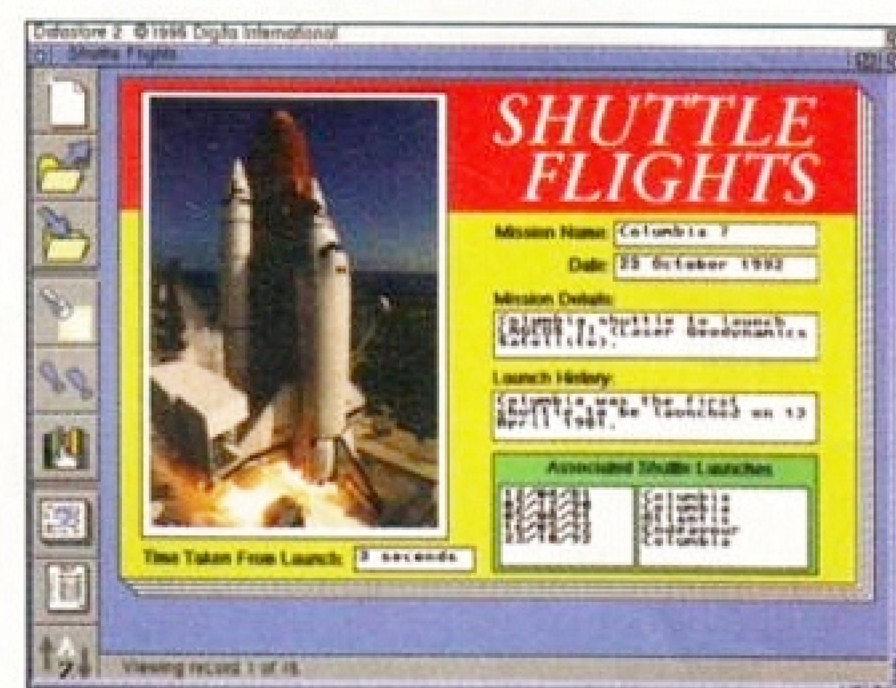


“Friendly. That's how I'd sum up Datastore. There are so many helpful features, like DigiSense for example—it knows what I want to type and helps me type it! Time-saving features like that make all the difference.”

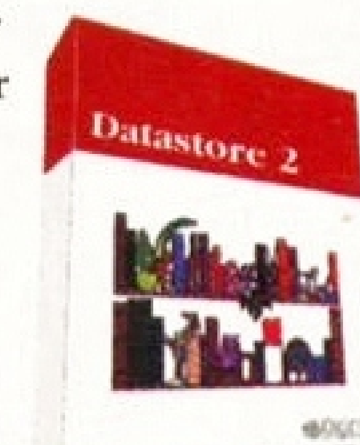
Datastore makes storing information simple. Ready-made EasyStart™ templates means that you don't have to design your own database layouts. And, the wide range of automated data entry facilities ensures that you type as little as possible.

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- Quickly and simply print labels (using Wordworth).
- On-line AmigaGuide help whenever you need.
- Share information with Organiser, Personal Paint, Turbocalc and Wordworth.
- Low price upgrade! Call for details.
- Requires Workbench 2 or above, floppy or hard disk, 1MB RAM.

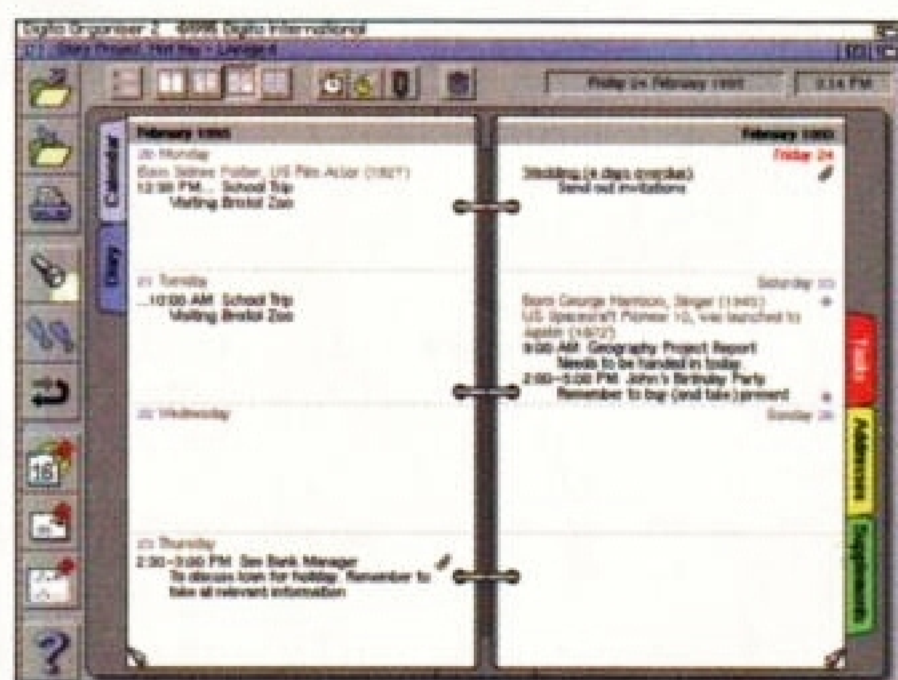


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New! Organiser 2



"I wished I'd bought the Digita Organiser earlier. Imagine, an organiser which looks and works just like the real thing! Now, I never forget birthdays or bills, and I really plan my time effectively. I've learnt a lot too with the Diary Themes and Supplements."



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- Manual and automatic linking of related items.
- On-line AmigaGuide help whenever you need, so you can learn Organiser as you use it.
- Share information with Datastore and Wordworth.
- Low price upgrade! Call for details.
- Requires Workbench 2 or above, floppy or hard disk, 1MB RAM.

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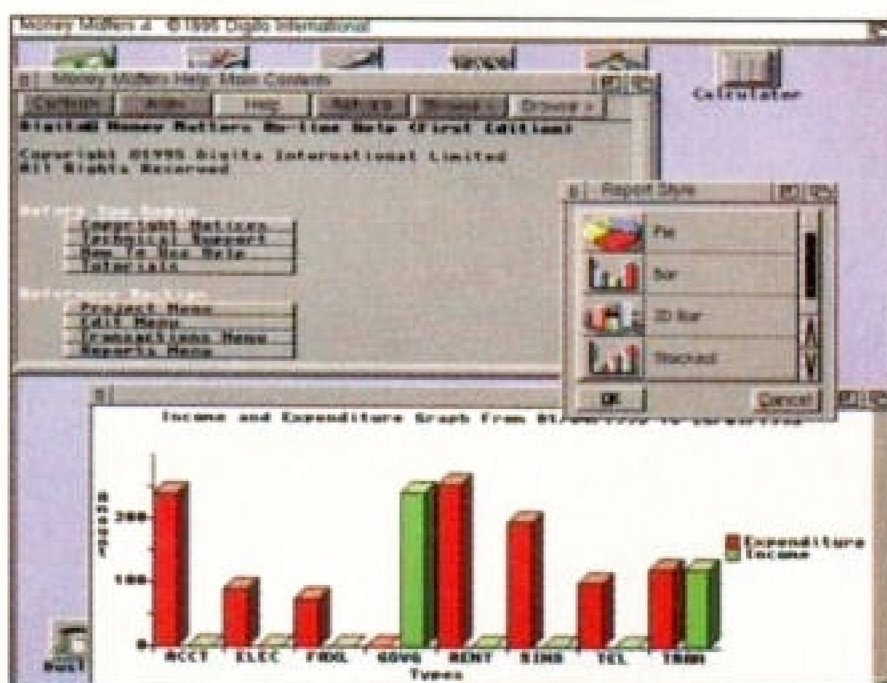
Supplements:
Animals, Art, Astrology Astronomy, Award Winners, Born On This Day, Computers, Culture Events, Died On This Day, Disasters, Discoveries, Famous Battles, Firsts, Gardening, Health, History, Home Hints, Hotels, Internet, Measurement Units, Movie Classics, Music Milestones, National Country Days, Olympics (past and Atlanta 96), Our Planet, Recipes, Registered Charities, Religions, Restaurants, Sport, Telephone Dialling Codes, Travelling, Radio Stations, Social Season Events, Theatre, Telephone Numbers, Useful Addresses, Wine Guide and more.

New! Money Matters 4



"I dreaded working out my finances at the end of the month. I always seemed to end up owing more than I had left over. In fact, my finances were a bit of a muddle and a lot of hassle.

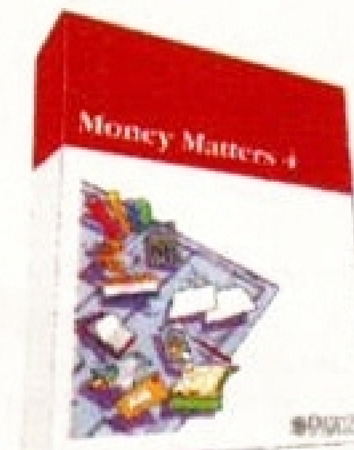
But not anymore, now that I use Money Matters. I know exactly what I owe, I am able to make sound financial decisions and plan for the future. Best of all, the savings in bank and credit card charges covered the cost of Money Matters in just a few months!"



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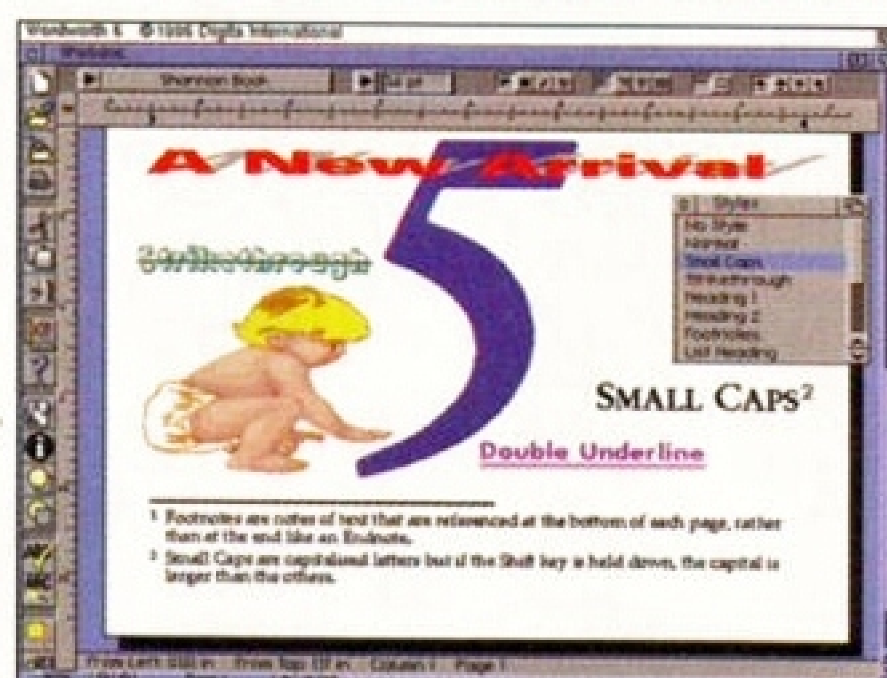


Wordworth News–the new arrival



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SCREEN PLAY

Alien Breed 3D


Virtual Reality comes to the Amiga. Now where's that damned helmet?

We sold our souls to convince Team 17 to leave *Alien Breed 3D* with us. We're glad we did. Now we can play it in hell. Ha. p49

AMIGA FORMAT CHANGING FACE

The games industry needs the Amiga more than the Amiga needs the games industry.

A contentious statement perhaps, but there's no doubt that this Christmas is going to sort out the men from the boys in the games development arena.

The PC market, in the UK at least, isn't paying the dividends many developers expected. Amiga titles are still steadily outselling PC titles. Several well-known developers' purse strings are reaching breaking point. Many are quietly ruing the day they quit the Amiga.

The PC market is inhabited by a completely different kind of consumer than the Amiga. To most it's an unfriendly box they need for work. Only a very small percentage are interested in games.

The sooner developers realise this and start developing Amiga games like *Coala* and *Alien Breed 3D*, games that makes use of extra memory and accelerator cards, the better.

Amiga users, on the whole, are more clued up than their PC brethren. If more developers take note of this, rather than what their competitors are doing, the gaming world will be a happier place.

Rest assured, Amiga gamers will reward them.

Steve McGill

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+%
The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly prized rating there is.

80-89%
These games are very good, but due to minor flaws are not the finest examples of their genre.

70-79%
Good games which are worth buying, especially if you have a special interest in a game type.

60-69%
Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.

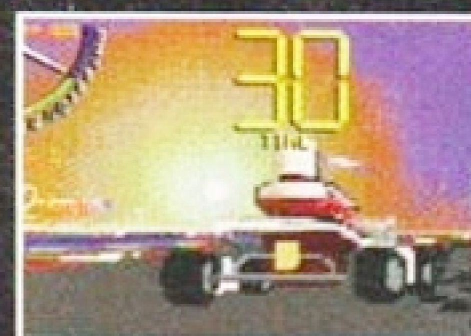
50-59%
Below average games which are unlikely to impress your mates or your wallet. Avoid.

40-49%
Overwhelmingly poor quality games with major flaws and appaling gameplay.

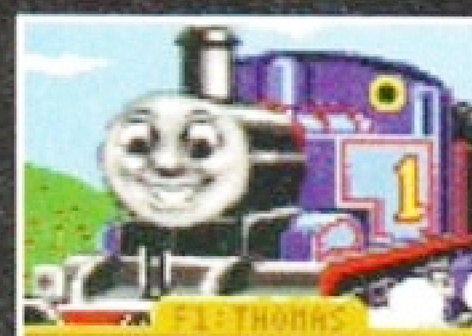
Less than 40%
The absolute pits.

IN PREVIEWS THIS MONTH ARE...

BLITZ BOMBERS page 43
Written in Blitz Basic, this title should show Super Bomberman on the SNES the way that Bomberman-style games ought to be done. Also 3D racing game *Leading Lap*.



VIRTUAL KARTING: 3D Racing in Karts.



THOMAS: Top fun for Fat Controllers.

REVIEWS

'060 SPEED FOR YOUR A1200/1500/2000 and A3000‡/4000 TODAY!

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Figures shown in our chart are in MIPS and are taken from comparative performance tests using SysInfo

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- PGA FPU Socket allowing optional 50MHz, 68882 FPU

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[1]*Available 3rd Quarter '95* [2]*Available 4th Quarter '95*

BLIZZARD 1260



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A game written in Blitz that promises to be a blast and a 3D racing game delayed from release due to some 3D enhancements. Here's Steve McGill.



Previews



BLITZ BOMBERS: Following the lead of Super Skidmarks, Leading Edge have promised that there'll be serial-linkable, eight-player-at-one-time bombing fest. *Format* can hardly wait.





BLITZ BOMBERS: Plenty of power-ups and tunnels to hide in. Should be fun.



BLITZ BOMBERS: There are going to be over 80 screens worth of bombing action. One to look forward to.

BLITZ BOMBERS

AGA Amigas ■ Leading Edge
01302 890000

Dyna-Blaster, Bomberman, Super-bomberman. They all have one thing in common. They promote rampant individualism and outrageous aggression, while at the same time encouraging people to blow up and kill their friends. Wahey.

Everyone who's anyone should know by now just what's involved. You control a little geezer who has to rid a maze of the blocks standing between him and his opponents. He does this by blowing them up with a bomb.

Sometimes, blown-up blocks reveal a power-up underneath which can offer the player anything from a time-delay, to extra power in the bomb's blast area. Part of the secret of winning and killing the others lies in using the power-ups to best advantage.

So, considering Dyna-Blaster's been around for an age and a day, what does *Blitz Bombers* offer that hasn't already been taken care of by the aforementioned classic.

The first thing you'll notice, especially if you've already tried out our Coverdisk demo, is the sheer number of power-ups and bonuses employed by the game.

Most importantly, for top, multi-player fun at least, is the inclusion of a serial link option, which means that up to eight players can play against each other at the same time. You'll need two screens and two Amigas, but that's as good a reason as any to make new friends.

Leading Edge and Guildhall still haven't set a definite release date, but when they do, rest assured we'll let you know.

LEADING LAP

1Mb Amigas ■ Black Legend
01438 840004

If half the promises made of *Leading Lap* from Black Legend are true, then this is certainly going to be a 3D driving game to look forward to.

Hailed as an F1GP beater, the races take place not only on the race track, but also on normal roads both city- and country-based. Therefore, expect to meet: cars travelling in the opposite direction, tractors chugging along slowly, level crossings packed with car damaging trains, stupid sheep and hazardous junctions that present, er, a hazard.



According to Black Legend, the design of the race tracks will also enable astute drivers to cash in on the vulnerability of the computer-controlled opponents. By driving in front of them, the player can force the cars to spin out and crash.

It can be assumed that *Leading Lap* isn't an out-and-out serious racer. It does, however, offer a serial link option, which always counts highly in favour of a game with *AF*. Owners of accelerated Amigas will find that they can turn on extra graphical detail. Another plus in our book. The full game will be ready for review next issue – until then, take a look at the grabs and wait in anticipation.

LEADING LAP: Hailed as an F1GP beater, we'll wait until we see the whole game.

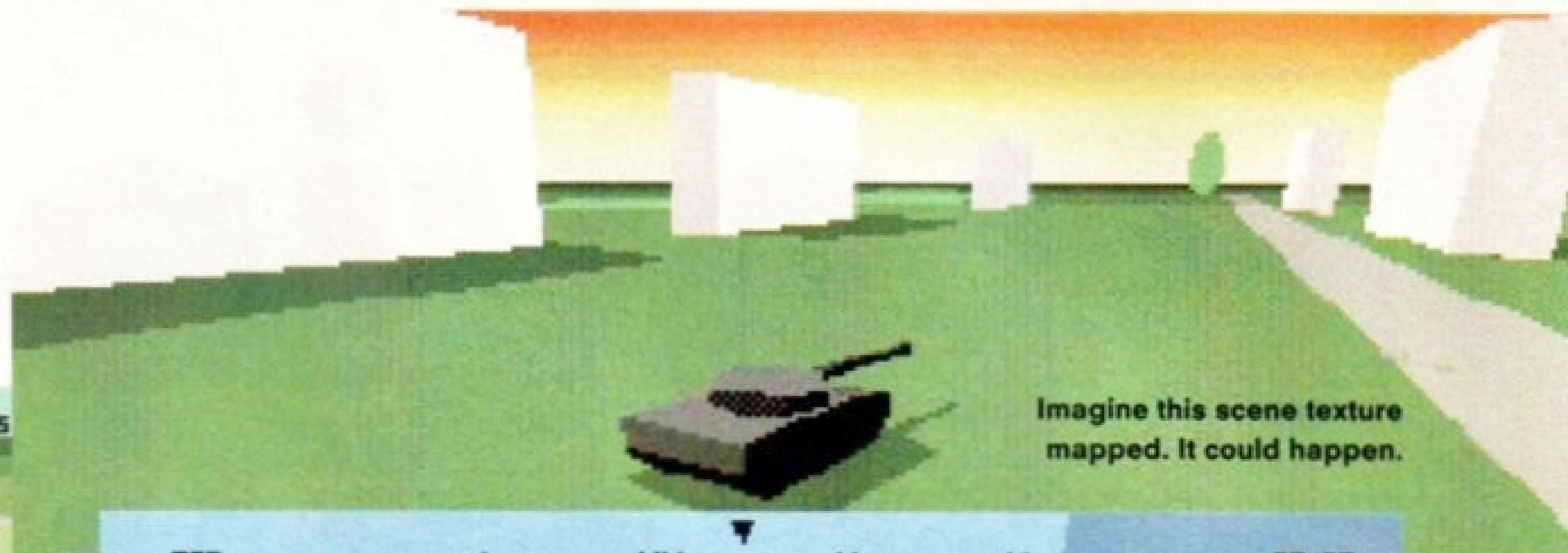




LEADING LAP: Races will take place over several scenarios. Watch out for the sheep.

Steve McGill makes himself comfortable in the virtual cockpit, ready for take-off in this sophisticated helicopter flight sim.

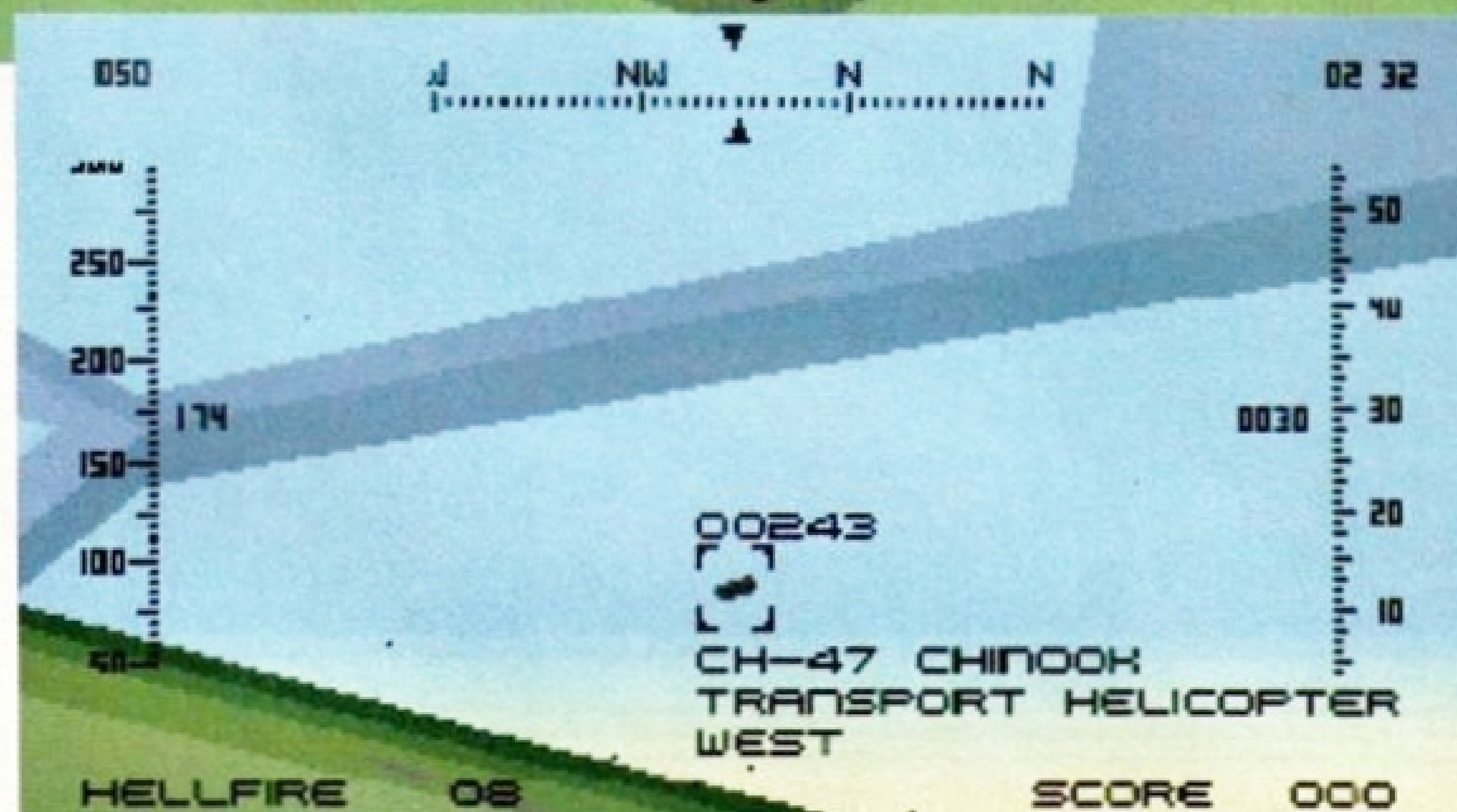
Coala



Imagine this scene texture mapped. It could happen.



Targetting flying targets with Hellfires is easy. Look to the left.



The virtual cockpit in action. Here, we've got a Western Chinook transport helicopter in our sights without having had to line our chopper up with the gun sight. Works beautifully.

Imagine being given the freedom to fight for the forces of democracy against tyranny or the forces of tyranny against democracy. Imagine being given one of the most sophisticated battle helicopters known to military science to achieve this (ig)noble aim. Imagine no longer, *Coala* is here.

Coala is a helicopter flight sim with a difference. Traditional flight sims rely on all manner of technical frippery and detail to maintain their authenticity and sense of realism. *Coala* ignores all that.

Instead, *Coala* relies on the credibility and realism of the battlefield. Taking place within the confines of a three dimensional, finite, wraparound world, each combat mission and scenario witnesses the forces of the East pitched against the forces of the West.

Dispensing with tradition, in *Coala* you are totally neutral and can choose which side to fight for. The choice is even open to fight against both sides. Although not recommended for obvious reasons, taking everyone on is the ultimate test of the player's combat ability.

As is to be expected of a pseudo flight sim, *Coala* takes place within a three dimensional world. The player starts the game at a Western base within the cockpit of a battle copter; there are four different types to be flown in all.

Controls are simple and easily picked up. All that needs to be done to take to the air is to give the engine enough collective to overcome gravity. The chopper will take off and the player can start moving about. The easiest method of controlling the chopper requires use of the mouse.

Mouse control quickly becomes intuitive and offers the unrestrictive freedom of analogue responsiveness.

Even more emancipating is the 'virtual' cockpit. By pressing the right mouse button and holding it down, an unrestricted three dimensional view can be taken. That is, the chopper continues on its path and the view simulates the pilot looking around him.

This is particularly useful when lining up targets. Rather than having to keep the whole chopper in line, the pilot only really needs to get close to the target. From there, it's just a matter of moving the cross hairs of the currently selected weapon system to line up with the unfortunate victim's vehicle.

Tricky to use at first, it soon becomes a cake walk. At times, depending on the enemy you're taking out, it almost feels like an unfair advantage. But not quite. For there is no such thing as an unfair advantage in war. And that's what *Coala* is – total war.

Each of the missions and scenarios has a life of its own. If the player chooses to take no part, the battle will still be decided by the computer participants fighting each other. Part of the strength and believability of *Coala* belongs to the internal dynamics of the battlefield and the artificial intelligence of the battlefield's protagonists.

If desired, this artificial intelligence can be observed by choosing to view any of the planes, choppers, tanks, trucks, etc. in action. It's just a simple manner of selecting the requisite view from the keyboard and cycling through all of the participants until you reach the one you want to follow. It's possible, therefore, to fly with an enemy plane that's just about to take you out with a heat-seeking missile.

The beauty of the views is the ability to look all around the chosen vehicle in a full 360 degree, three dimensional pan. This flexibility can also give the discerning player an insight into the tactics adopted by adversaries, so that more effective counter measures can be taken when going head-to-head.

Of course, there's a pay-off for all of this artificial intelligence and 3D power – that of processor speed. After all, what's on offer here is more than previously offered by traditional sims. Other than Dawn Patrol and Overlord, no other sim has provided a 'virtual'



The view a fired missile sees. Terrific stuff.

THEATRES

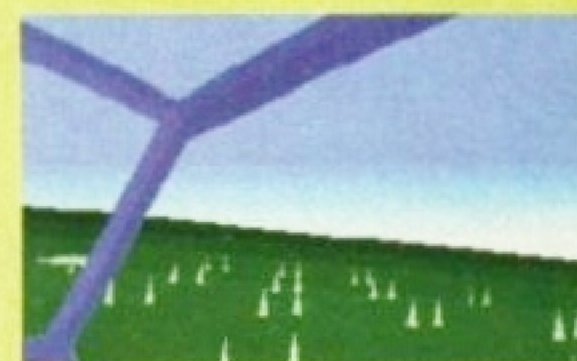
There are four corners of the world that can be fought in.



Select where you want to fight.



Western Europe's a bit chilly.



Middle America is cultured.



Little cover in the Middle East.



No protection in Antarctica.



Custom scenarios can be made as difficult or as easy as you want. Choose from any vehicle.

cockpit. That *Coala's* is the best and easiest to use is beyond doubt.

But there's a trade-off to be made between graphical detail, processor speed and frame rate. Power-challenged Amigas like the 500 and 600 need a 68020 with 2Mb minimum to run *Coala*. A1200 owners will find that some Fast memory is desirable to avoid a jerky effect.

Luckily, the programmers have included an option screen whereby features such as ground and object detail can be set high to low on a scale of 1 to 10. Other processor-hungry cosmetics, such as horizon detail and viewing distance, are also customisable – so a standard vanilla A1200 runs *Coala* satisfactorily, though not brilliantly.

If you have the requisite hardware (and even if you don't, you can still win it – check out our *Coala* compo on page 36) the question needing to be asked is: "Is *Coala* worth buying"?

The answer has to be yes, but with some reservations. The game, despite some excellent features, looks old-fashioned – no texture maps and a limited palette. The terrain is flat – no mountains or hills to hide behind.

The mission structure is a series of self-contained one-offs, giving the feeling that there is no cohesive sense of progress and that there's no 'bigger' picture within the game. This gives the whole thing the feeling of a glorified, although thoroughly enjoyable, shoot-'em-up.

Despite that, I would still buy *Coala*. You can create your own fully customisable "What if?" missions. It makes intelligent use of the Amiga hardware and it enables you to pit your wits against the artificial intelligence routines of the programmers.

Not yet good enough to be considered a classic, it hints at the sort of 'Next Generation' games a properly powered Amiga is capable of and, as such, deserves to be bought in numbers. Hopefully, the commercial success that the game deserves will encourage the programmers to inject more cohesion and believability into the package for *Coala 2*.



ANATOMY OF A BATTLE

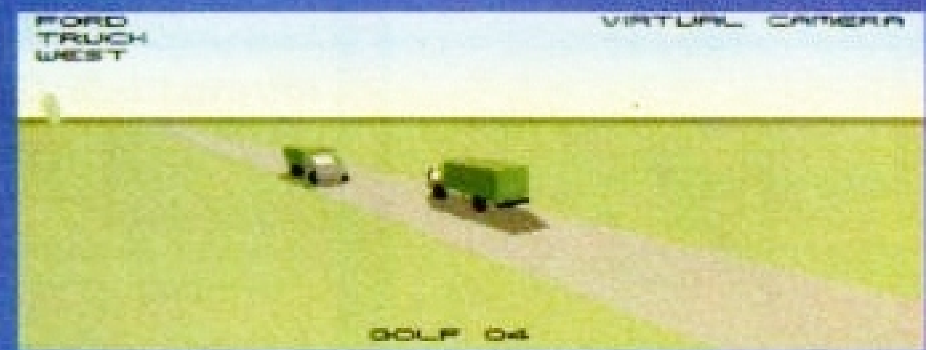
The combat scenarios in Coala take place whether the player engages the enemy or not. Tabs can be kept on the progress of all vehicles by cycling through the view button. This lets the player visualise the 'bigger picture'.



This is your chopper. Gives a wider field of vision than the cockpit.



Here a Western F15 takes out a Frogfoot with a sidewinder.



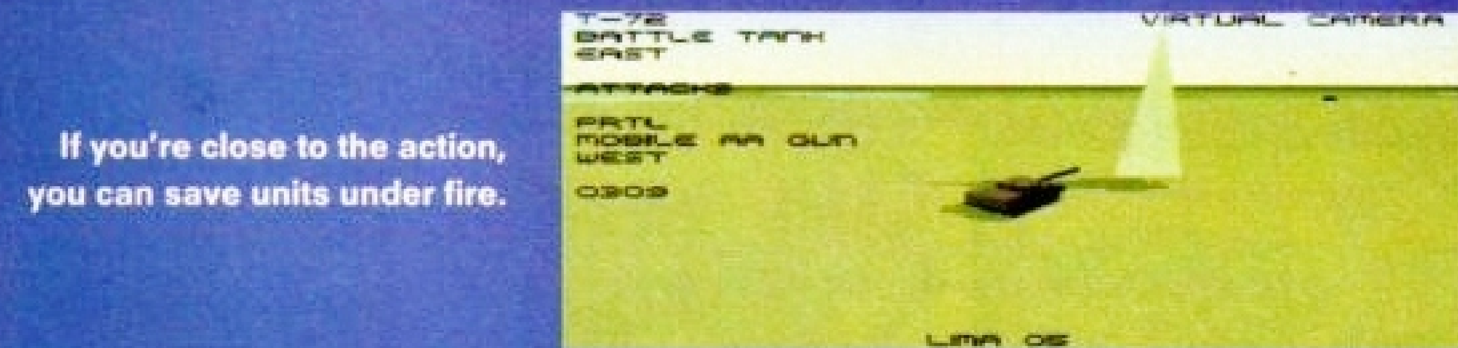
Transport trucks pass each other on the right-hand side. Bloody Europeans.



This Flogger is just about to flog Western A10 Warthog.



The number of planes taking off can be monitored



If you're close to the action, you can save units under fire.



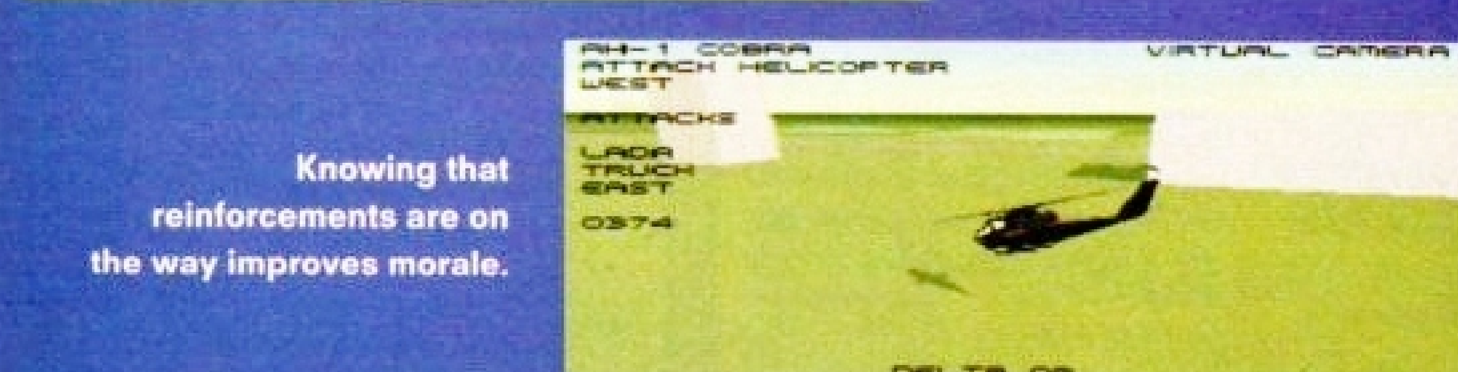
Shooting civilians on the battlefield is a hazard.



Normally this is the closest you'll feasibly get to an aircraft.



The option exists to zoom in on the viewed vehicle.



Knowing that reinforcements are on the way improves morale.



COALA

Publisher
Empire Interactive

Price
£29.99

Versions
One ECS/AGA version

System requirements
A500/600 with 68020 2Mb RAM

Release date
November

Graphics 7 out of 10
Old-fashioned. Even for a flight sim.

Sound 8 out of 10
Surprisingly good. Gives clues to enemy's location.

Addiction 8 out of 10
Surprisingly addictive. May flag after a couple of weeks, though.

Playability 9 out of 10
3D graphics and virtual cockpits are made for each other

Overall verdict
If you don't like flight sims but still want to fly, *Coala* is the game you've been looking for.

85%

There is no such thing as an unfair advantage in war. That's what *Coala* is – total war.

Fears straight into number one in the Top A1200 game chart upon release. Will *Alien Breed 3D* follow in its footsteps next month? Stay tuned!



The charts are copyright ELSPA.

The Top Games

CLOCKWISE FROM LEFT: *Premier Manager 3, Ultimate Soccer Manager, Colonization, Sensible Golf.*

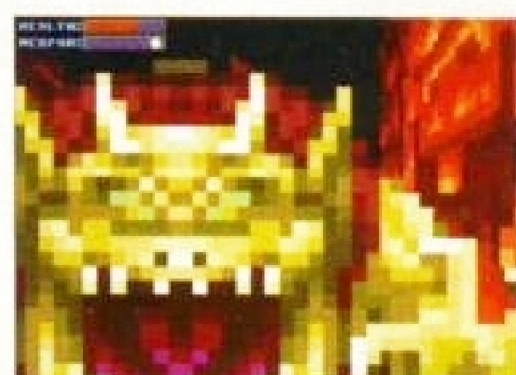
CENTRE: *Player Manager 2.*



Weekly chart updates can be found on FutureNet, Future Publishing's own Internet site: http://www.futurenet.co.uk/computing/amigaformat.html.

Top-10 CD32

1 **Gloom** FG91%
Black Magic
2 **PGA European Tour** 83%
Ocean
3 **Microcosm** 40%
Psygnosis
4 **Super Skidmarks** FG92%
Acid
5 **Rise of the Robots** 18%
Mirage
6 **Jetstrike** 78%
Rasputin
7 **Morph** 78%
Millenium
8 **Subwar 2050** 87%
Microprose
9 **Liberation** FG91%
Mindscape
10 **The Chaos Engine** FG92%
Renegade



GLOOM: Still reigning supreme with the CD32 faithful. Good taste abounds.



MICROCOSM: Fulfiling the cheap gaming maxim of "Crap does sell".



FEARS: Straight to number one upon release. It'll be interesting to see how it stands up to *Alien Breed 3D* when it arrives.

Top-10 Budget

1 **Indiana Jones** 81%
Kixx
2 **The Settlers** FG94%
Blue Byte
3 **Zeewolf** FG90%
Empire
4 **Formula 1 Grand Prix** FG94%
Powerplus
5 **Dawn Patrol** 69%
Empire
6 **Monkey Island 2** FG95%
Kixx
7 **Mortal Kombat** 74%
Virgin
8 **Space Hulk** 77%
Hit Squad
9 **Kingpin** 67%
Team 17
10 **Syndicate** FG94%
Hit Squad

Top-10 A1200

1 **Fears** FG92%
Manyx
2 **Gloom** FG91%
Black Magic
3 **Ultimate Soccer Manager** 84%
Impressions
4 **The Lion King** 69%
Virgin
5 **Jurassic Park** 74%
Ocean
6 **Sim City 2000** FG90%
Maxis
7 **Pinball Illusions** 88%
21st Century
8 **Guardian** 88%
Acid
9 **UFO: Enemy Unknown** FG90%
Microprose
10 **Morph** 78%
Millenium

THIS MONTH'S FULL-PRICE TOP-20

1	(1)	**Player Manager 2** (Anco/Virgin)	81%
2	(3)	**Sensible World of Soccer** (Renegade)	FG95%
3	(2)	**Premier Manager 3** (Gremlin)	85%
4	(6)	**Ultimate Soccer Manager** (Impressions)	84%
5	(7)	**Colonization** (Microprose)	FG95%
6	(4)	**Sensible Golf** (Virgin)	81%
7	(9)	**Super Skidmarks** (Acid Software)	FG92%
8	(Re)	**PGA European Tour** (Ocean)	83%
9	(10)	**Fifa International Soccer** (Electronic Arts)	79%
10	(New)	**Starlord** (Microprose)	52%
11	(8)	**Skidmarks** (Acid Software)	FG90%
12	(16)	**Tactical Manager 2** (Black Legend)	55%
13	(15)	**UFO: Enemy Unknown** (Microprose)	FG90%
14	(12)	**Rise of the Robots** (Time Warner)	18%
15	(New)	**Ishar Trilogy** (Silmarils)	82%
16	(14)	**Jungle Strike** (Ocean)	87%
17	(11)	**Kick Off 3** (Anco)	75%
18	(Re)	**Football Glory** (Black Legend)	80%
19	(13)	**Combat Classics 3** (Empire)	Not reviewed
20	(RE)	**World Cup Year 94** (Empire)	85%

POLE-POSITION

FORMULA 1 TEAM MANAGER

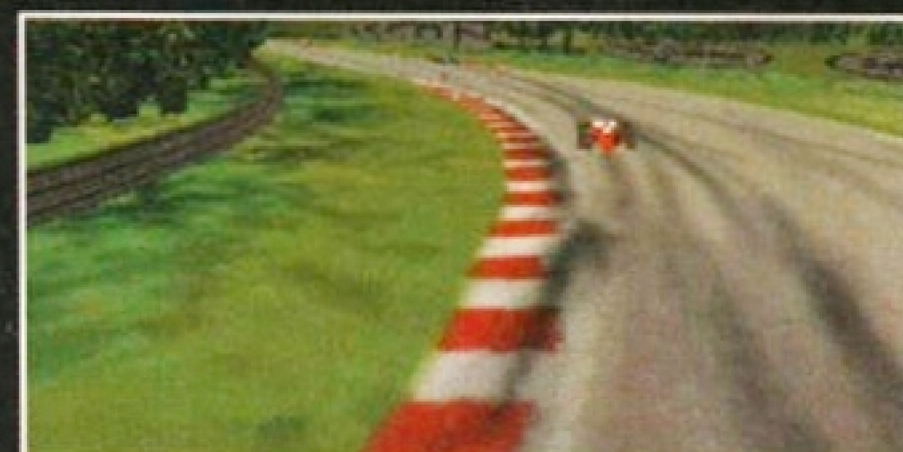
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Looking for some atmosphere, fear, excitement, tension, apprehension, and fun? Steve McGill was. He found it when he reviewed *Breed 3D*.



Alien Breed 3D

There's no doubt about it. This Christmas is going to witness the biggest fight the Amiga, Amiga owners, and Amiga developers have ever seen since the Amiga concept became reality.

That this fight could alter the course of home computing history is beyond question. If the Amiga does the unimaginable, and loses, it'll herald a sad sad era of darkness and techno slavery for Amiga owners, Joe Public, and the rest of the World.

A grave scenario indeed. And one that must never be allowed to happen.

The Amiga succeeded despite Commodore's inept marketing strategy. It succeeded because it captured the imagination of the imaginative, the creative, and the visionary. It succeeded because it was the computer of the people. And most of all, it succeeded because the people loved it.

That it can fight back and again win its rightful position of prominence is going to be more difficult than ever before.

External forces with more money and bigger marketing budgets than you could throw a Third World country at will be out in full Stormtrooping jackbooted media imperialistic force.

Fight back

But the Amiga can resist. It's in possession of the most powerful marketing force known in the world. A force that can't be bought or silenced or bullied or ignored. And that force relies on people talking, for it's nothing more nor nothing less than word of mouth.

Amiga owners talk to each other more than any other gaming fraternity. It's word of mouth that keeps the Amiga alive. It's word of mouth that keeps the Amiga vibrant. It's word of mouth that keeps the Amiga exciting.

So, I've kept you waiting this long and still haven't mentioned *Alien Breed 3D* from Team 17. Hopefully I've made a point of sorts about the Amiga's strength and the inherent power of word of mouth.

I say hopefully, because I'm going to ask you a big favour; something that I've never done

Continued overleaf ➡

AMIGA GOLD FORMAT



Blowing up barrels can be fruitful. Creatures can be killed in the blast and sometimes they hide ammo.

■ **Be prepared to have your imagination captured as the game immerses you in a dangerously harsh world.**



Underwater pools often conceal useful pieces of equipment like medi-kits, guns and ammo.



The hounds of hell are staple cannon fodder fare in Breed 3D. Never lose respect for them or you'll die.



ALIEN BREED 3D

Publisher
Team 17

Price
£29.99

Versions
A1200/A4000

System requirements
2Mb

Release date
Out Now

Graphics 9 out of 10
Fast, smooth and very convincing.

Sound 9 out of 10
Convincing, eerie, scary, and frightening.

Addiction 9 out of 10
The world pulls you in and invades your imagination.

Playability 9 out of 10
Balanced, poised, atmospheric, intuitive, fantastic.

Overall verdict
They said people bought PCs to play Doom. People should buy A1200s in droves to play *Alien Breed 3D*. One of the finest Amiga games ever.

93%

⬅ before since joining *Amiga Format*. The favour's simple – get in touch with Team 17 by whatever means are available: e-mail, net access, phone, write, parachute... anything.

Tell them how good *Alien Breed 3D* is. Tell them what you like about it. Tell them what works and what doesn't. Tell them what you'd like to see improved.

But most of all, ask, plead, beg, grovel, implore and petition them not to leave the Amiga market. The market needs them to produce more games like *Breed 3D*. The market needs more games like *Breed 3D*.

Simply the best...

For *Breed 3D* is quite simply one of the best games ever to appear on the Amiga. It exploits the AGA hardware, injects it with euphoric gameplay and, at the same time, radiantly displays the potential that lies in the heart of a well-coded A1200.

Be prepared to have your imagination captured as the game immerses you in the dangerously harsh world of the Breed and their foul brethren. Feel the adrenaline invigorate your senses as you frantically switch between out-and-out fearless aggression and cringingly fearful, trembling paranoia.

Yes, *Breed 3D* does all that, plus some more, to the player as they play. Put it down to the perfect balance of design, aesthetics, gameplay, intuitive control, involvement, consistency, internal dynamics and fun.



"Pchoom Kchack" said the double-barrelled, pump-action shot gun as it killed a baddie.

The layout of the sixteen levels is believable enough in an Alien kind of a way. There are no pointless dead ends. There are extremely atmospheric, submerged areas. And, Doom-beatingly, the levels have different floor layers requiring the traversing of stairs, ramps, lifts and other obstacles to access them.

Frustratingly, though, there is no map to access. But, by way of compensation, changes in wall and floor textures in the various sections helps compartmentalise the levels and keep everything at a manageable, memorable level, alleviating, to a limited degree anyway, the need for a map.



You don't meet a dead bloody monster for ages. Suddenly two come along at once.

The choice is yours

Married to the design of the levels is an intuitive control system, offering maximum flexibility and degree of choice:

Keyboard control can be completely reconfigured to the player's choice, although it's unlikely to be changed from the pre-set keys. Mouse control is possible also, but it wasn't my control system of choice.

The joystick is okay, but wilts slightly in front of the might of the keyboard. The best system is probably that of CD32 controller use – you can run, duck, fire weapons, operate lifts and doors, select weapons and, most importantly, use

I KNOW SOMETHING YOU DON'T KNOW

One of the strategies that can make all the difference in the survival stakes is that of secret rooms and alcoves. They often conceal caches of ammo, medi-kits, weapons, or all three. It can be difficult to spot them, but not impossible.



Mindful that there are secret doors waiting to be found, you decide to press space...



...when suddenly, hey presto, a door appears. Aren't you glad you're alive.



What's that strange rippling over there on the left? If you're not sure, it's always...



...worth investigating. Because it might just lead to a precious little find like this one.



He hasn't been using Oxy10, so it's time to Oxy-cute him.

LOOK OUT BEHIND YOU!

First person perspective limits what you can see. To compensate, a key's been provided that lets the player look behind them quickly and safely.



Trading as carefully and as quietly as possible, you aim to take a quick peak round the corner.



But what's this. A quick glance over the shoulder reveals skullduggerous plans afoot. Turn round quickly and blast him.

the sidestep easily in a devastatingly effective manner. In all, a tremendous selection that should see everyone but DC Thomson of Dundee happy.

The monsters inhabiting the levels are various and present their own little problems in choosing the most efficient method of dispatching them. Unlike the monsters in Fears, *Breed's* denizens exhibit a limited believable intelligence. They run about a bit, dodge, weave, and attack you at every opportunity.

As expected, different weapons do different types of damage and it's in this area that players should familiarise themselves well. It means the difference between success and death. The weapons sound wonderful when fired. Although the double barrelled shotgun acts as a pump action – quirky.

A sounding success

While on the subject of sound, it deserves a special mention. It enhances and expands an already bristling atmosphere.

When walking through levels that are semi-submersed, the splish-splash of wet footsteps, the occasional howl of distant breed, the reflections from the graphics, the squeal of monsters that have been shot all meld together and pull you into a disturbingly violent, unfriendly world.

It's you, your wits and your weapons. And that's tops.

To finish off, the way the game makes use of accelerator cards deserves a special mention (see our enhanced gaming feature starting on page 33). With an accelerator fitted, everything becomes silky smooth and can easily live with the Dooms and Marathons of the world. Their use further enhances the credibility and immersion factor of the game's scenario.

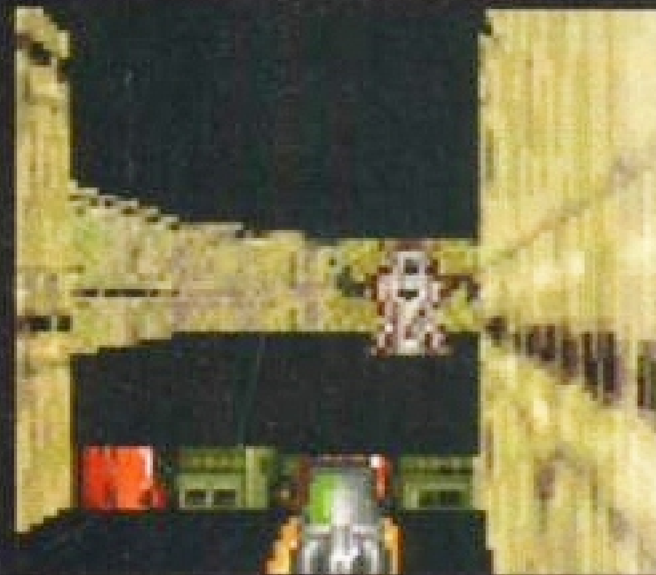
So, if you own an A1200, or are about to through the Amiga Magic pack, buy *Alien Breed 3D*. Convince Team 17 that their plans to leave the Amiga market would be a tragedy for them and Amiga owners throughout the world.

Convince them that there's still a lot of respect for their Amiga-wares out there. Buy *Breed 3D* and convince them. Make *Breed 3D* the smash it thoroughly deserves to be.



A QUESTION OF DETAIL

***Format* is the first magazine to highlight the detail feature that can toggle between Gouraud shading, texture mapping, shaded floors and no shading at all. These features help maintain running speed.**



In this screenshot you can see that we've switched off all of the detail for the floors and the walls. On an unexpanded 1200 it runs smoothly.



Here we've got all the textures switched on. It's more realistic and adds to the atmosphere and feeling that you're immersed in another world.



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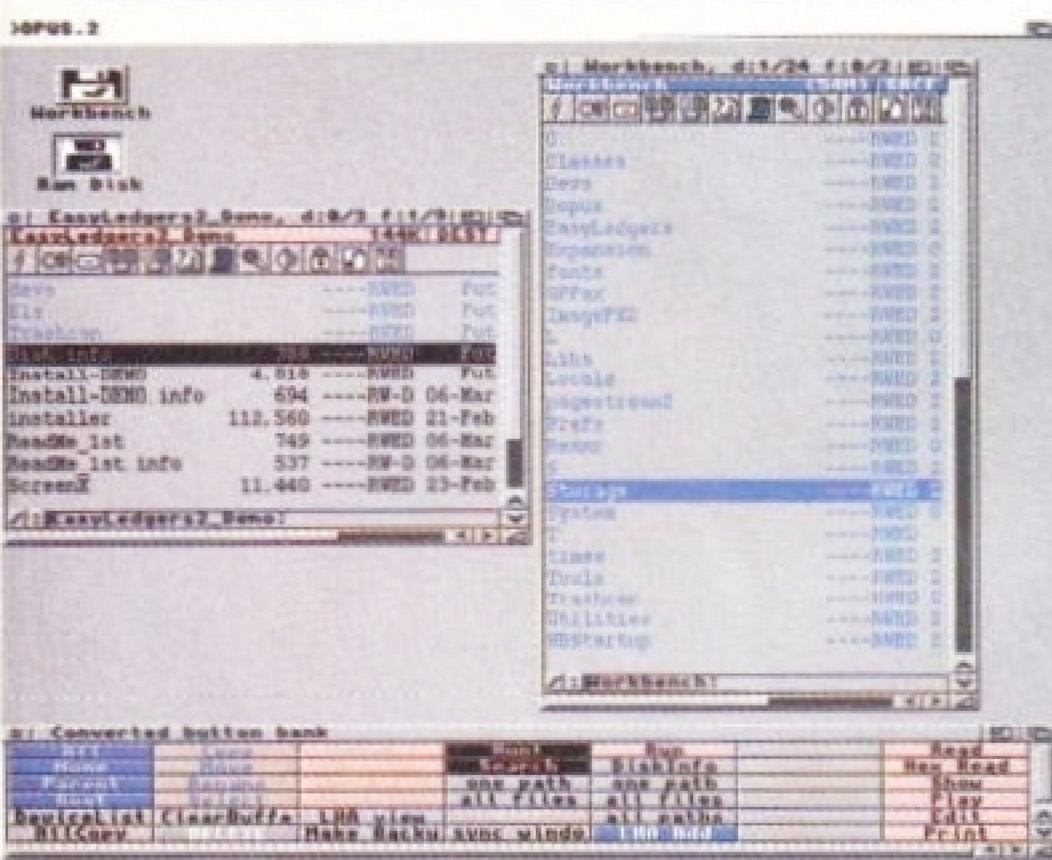
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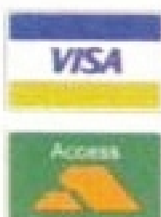
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ONE POISONED FLECHETTE FIRED FROM AN UMBRELLA!

And that's just one of the less fanciful theories surrounding the November 1963 assassination of President John F Kennedy in Dealey Plaza, Dallas. This month, we pay homage to the man (briefly) and sift through the facts, mumbled half-lies and contentious Mafia-related conspiracy theories to bring you our deeply personal account on what we think happened, according the subject the reverential degree of sombreness and respect that it deserves.



So take time out from the previews (Ubi Soft returning to the Amiga shocker!), the reviews (21st Centuries' Pinball Mania bundled with the new A1200s and not very good at all shocker!) and our hefty hints and tips section to digest THE TRUTH.

Could Lee Harvey Oswald have hit Kennedy from the Book Depository window? Why aren't the British any good at political assassination? And who else could have possibly done it? We reveal all. Sort of.

AMIGA POWER 55

Like some sort of alien fly-on-the-wall documentary crew filming only the juiciest bits of world history.

On sale Thursday 19th October



THE TRUTH IS IN HERE

Being aimed at three-year olds upwards, we decided to get Richard Jones to take a look at this game; he's the biggest kid we know.

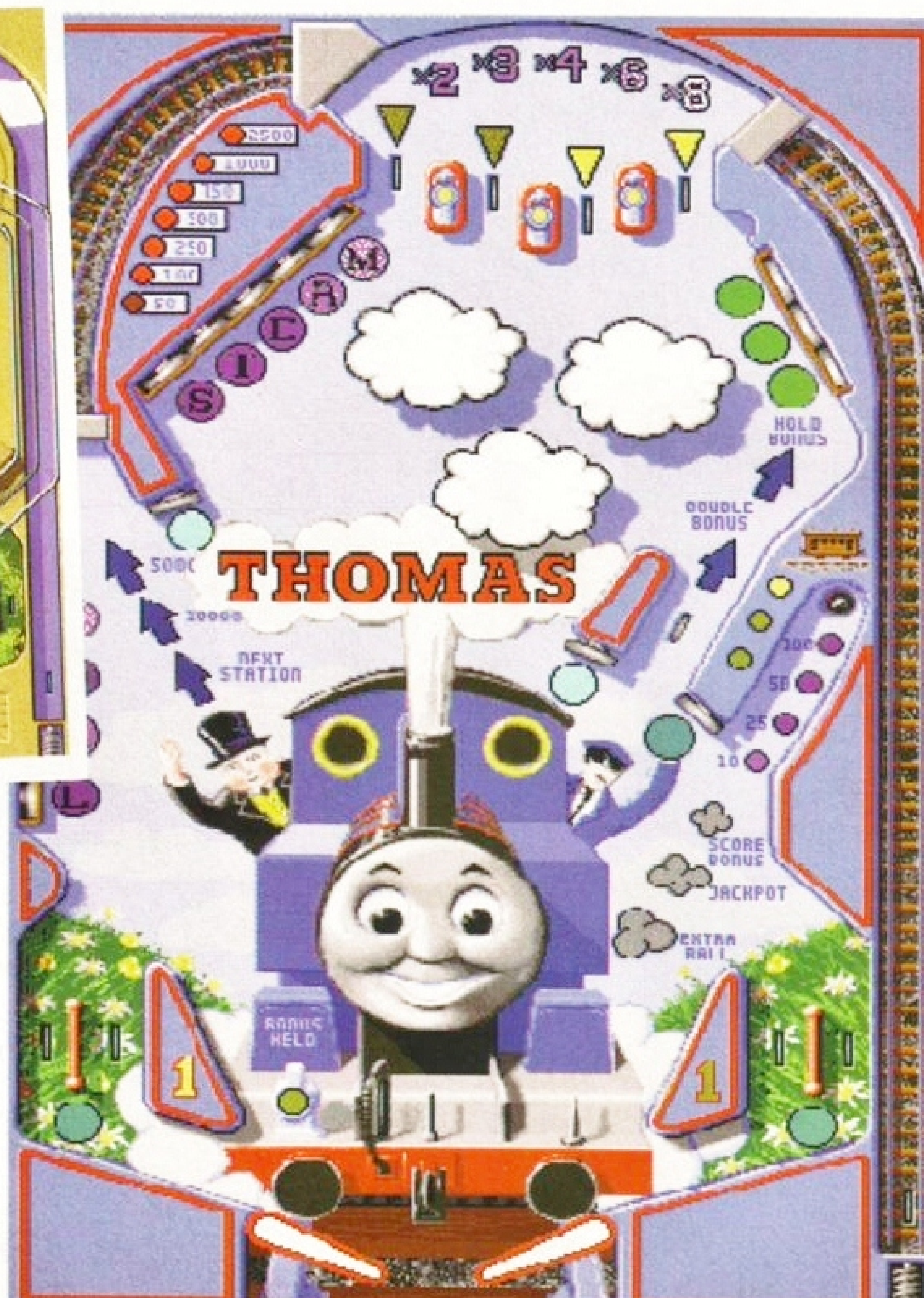


Percy. What sort of a name is that?

Thomas The Tank Engine's Pinball



In days of old, we used to call Oliver Reed, Oliver Big Toby. Oh, how we laughed.



Look closely and you'll see that there are no exit lanes on the right or the left. The only way a ball can be lost is if it manages to go between the two flippers. Lots of fun for, you know, kids.

I've got a problem with computer pinball games. Football, golf, cricket and darts, I have played and enjoyed on the Amiga – but pinball? Nah.

To play all the other games involves some measure of organisation and effort (both physical and financial – yes even darts), but pinball? If you've got a pound in your pocket and are in the centre of a large town, you will be surrounded by all manner of *real* silver ball opportunities in arcades and pubs.

And I'm afraid no Amiga games can come close to the thrill of the real thing – not Pinball Dreams, Pinball Illusions, Pinball Mania and, no, not even the cute *Thomas The Tank Engine's Pinball*.

Now, I will readily admit that if you are three years old (Thomas is aimed at age three upwards), you are unlikely to find yourself with a pound in your pocket in the centre of a large town with time to kill. If you do, you are lost, or your parents have abandoned you. Find a policeman immediately.

So, in that sense, I suppose comparisons with the real thing are a tad inappropriate. Anyway, what's it like then, this steam-driven pinball affair? Well, it's OK, but not much more than that.

There are four tables (Thomas, Percy, James and Toby), multi-player options and it all works reasonably well – the ball rolls towards the flippers, you hit it and it bounces around the table until it goes out.

Some of the shots are very difficult, and some are virtually impossible, but that's no different to other 'adult' tables. It all scrolls reasonably well, it's bright and colourful (kids are bound to like it) and, well, it's a perfectly functional kids' pinball game. Buy it if you want a reasonable kids' pinball game for your Amiga.

However, there is an alternative. Have you thought about investing in a sturdy box, or crate? If you do, you can visit your local, child-friendly pub, put £1 in the pinball machine, place the child on the sturdy box or crate facing the table, repair to the bar and leave your offspring playing the real thing and annoying everyone within a 10-yard radius.

THOMAS THE TANK ENGINE'S PINBALL

Publisher
Alternative

Price
£16.99

Versions
A1200

System requirements
2Mb RAM, AGA chipset

Release date
Out now

Graphics 8 out of 10
Cute engines and flashy things in all the right places. Choo and, indeed, choo.

Sound 7 out of 10
Jaunty and lively. Should please most kids.

Addiction 6 out of 10
Mildly diverting in a soporific sort of way.

Playability 7 out of 10
Mostly on the right track, but some of the shots are virtually impossible.

Overall verdict
Hardly the ultimate pinball experience for kids, but pleasant enough nevertheless.

79%

It's a bright and colourful (kids are bound to like it), perfectly functional kids' game.

AMIGA

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the world's largest Amiga software collection

Aminet Set 1

Aminet is the world's largest collection of freely distributable Amiga software. Up to 10,000 users access the vast archives every day and countless programmers publish directly via Aminet. A wide variety of programs is included: applications, games, demos, pictures, mods, animations, developer material, networking software, programming languages, and more. Until recently, access to Aminet was restricted to international network users. Only 3 years after its inception, Aminet now holds the equivalent of more than 4,500 floppy disks of software. User friendly access software makes the aminet CD's a pleasure to use. Aminet Set 1, the first "complete" Aminet archive on CD, consists of approximately 4 gigabytes of software in 12,500 archives.

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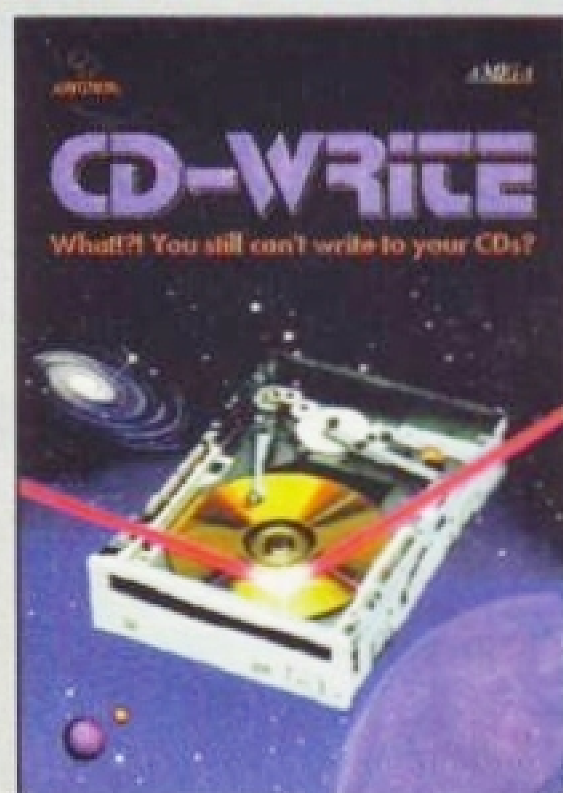
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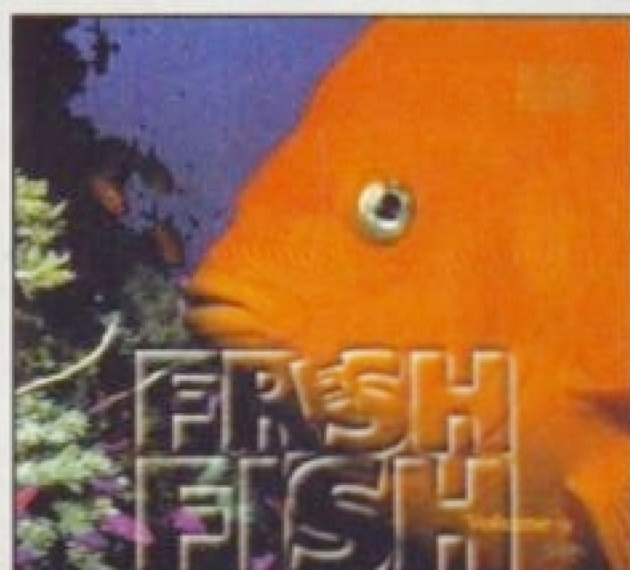
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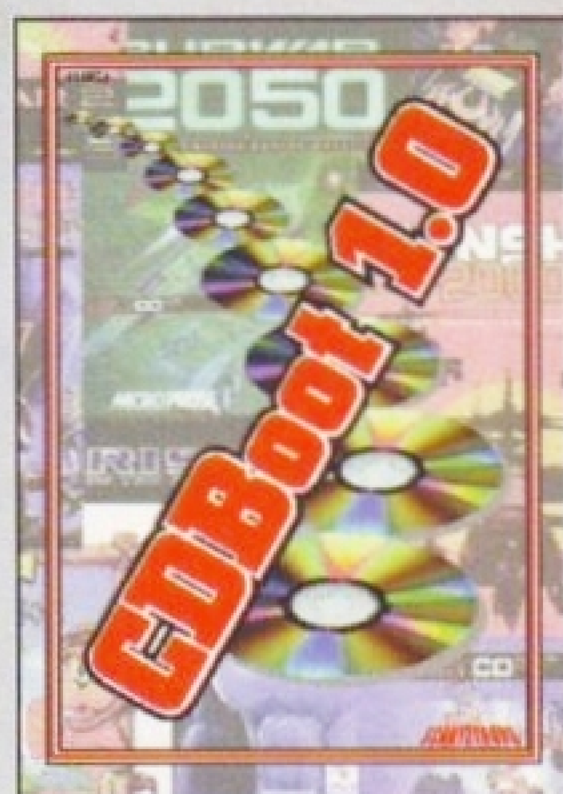
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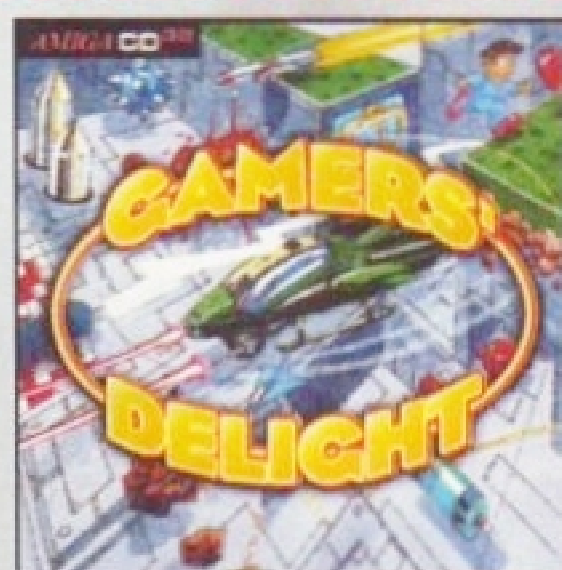
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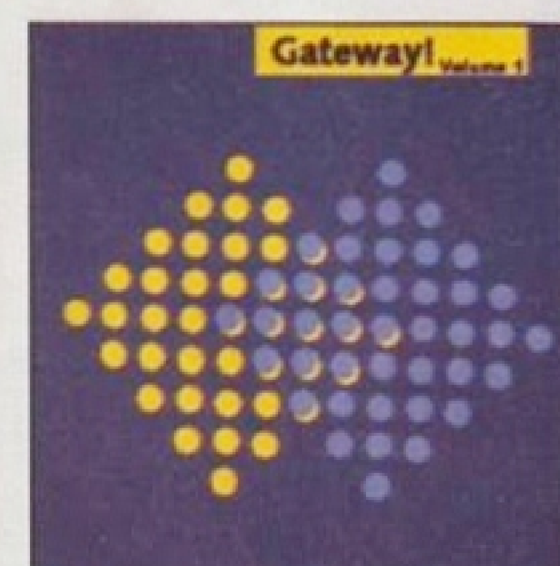
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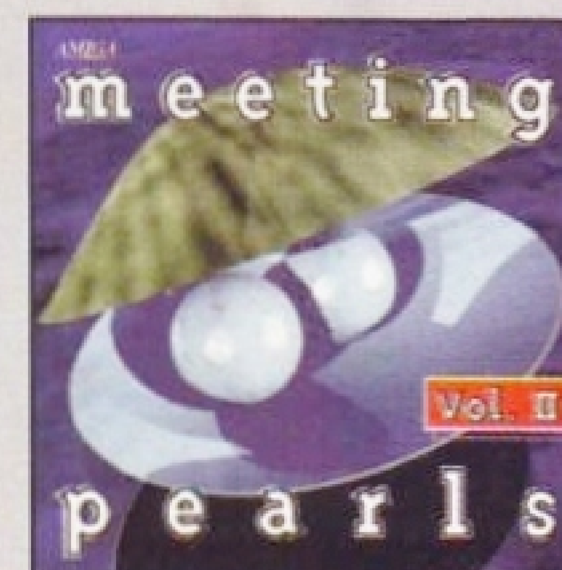
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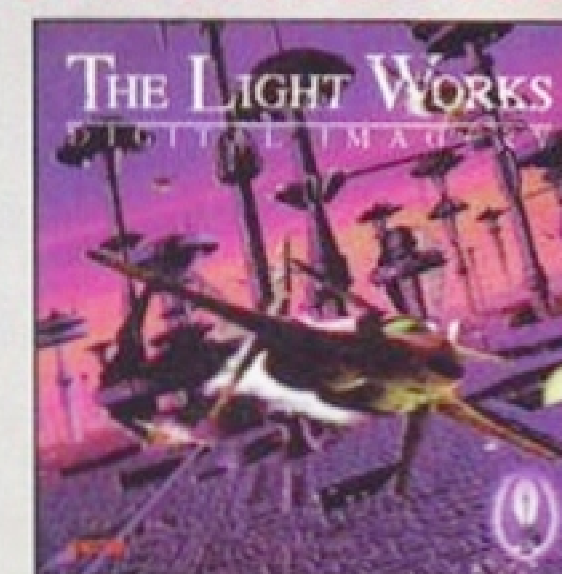
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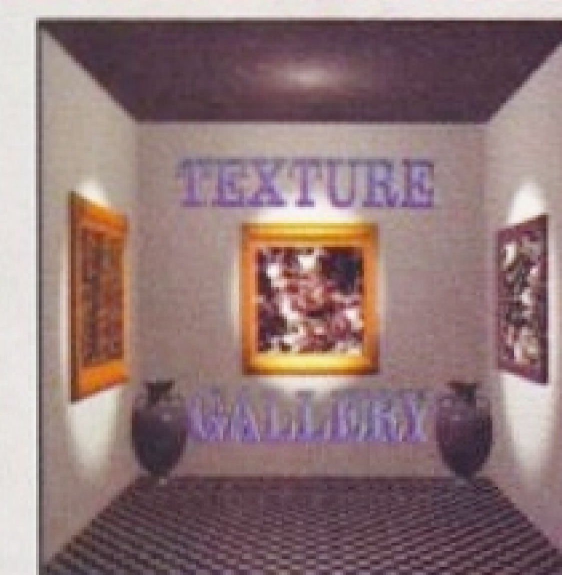
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I haven't been karting since a holiday to Blackpool as a 9-year old howls Steve Bradley. A chequered career, or a chequered flag for this kart-'em-up?

Virtual Karting



Those two things at the front of the car are feet. They move too.



Virtual Karting isn't exactly overweighed with options. There are only three tracks and the learning curve on these is incredibly steep, but at least there are two high-powered cars.



The 2D overhead view at least offers a clue as to where you're going.

After battling with these darned karts for a while now, I'm still at a loss to understand *why* the programmer has not included the fire button as an option to use as an accelerator, instead preferring the gamer to struggle manfully with the forward position on the stick/pad, and *why* he's not bothered to proffer the keyboard as a control method?

Dropping in these two simple fellows would have improved the shebang considerably. They could still not, however, mask the fact that *Virtual Karting* is a game that the Amiga does not need.

Conveniently forgetting for the moment that there is a dearth of karting games on the market, I would suggest that any supporter of the racing genre will already have a game in their collection which is considerably better than this.

The Lotus games, bless 'em. Good ol' F1GP. We won't mention Micro Machines, or Super Skidmarks. There's many more...

Before we continue, don't go thinking that some of the screen shots that dot around the pages are representative of the game.

Our picture grabber had all kinds of trouble with this game. No, *Virtual Karting* is prettier, much smoother-looking and doesn't have all the dodgy lines across it. Our apologies.

Virtual Karting is fully texture mapped and this, it seems, is its USP (that will be Unique Selling Point – and who left that damn marketing bible around).

"Oh my giddy Aunt," you exclaim upon discovering that the game runs between 25 and 50 frames per second, depending on whether your machine accelerates faster than one of these here karts.

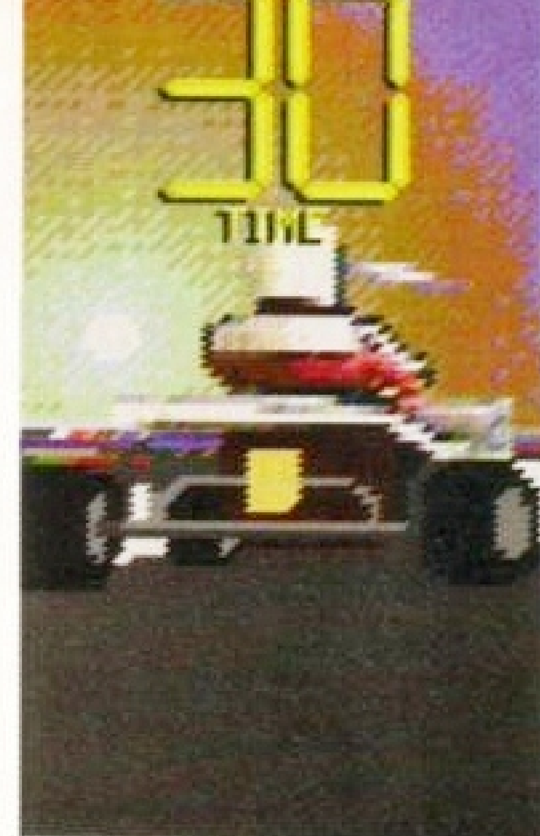
Virtual Karting seems to set great store by its technological 'innovations'. Sadly, it really is not a wildly impressive visual experience.

Hang it, I don't care a jot whether it's texture mapped or novamura-d (that bumpy wallpaper, you know), I want to get in a little buggy – one which I can safely negotiate around bends – and drive very quickly over a variety of courses.

But this game offers no real feeling of speed. You can watch a speedo in the bottom, left-hand corner of the screen and see the old KPH steadily rising, but back in the hotseat you still feel like a pedestrian.



We have to hold our hands high in the air and say: "Sorry Guv". These screenshots aren't ones that we've taken ourselves, simply because those that we captured looked awful – our machine's fault. Unfortunately, though, the game looks better than it plays.





The mouse and analogue options are welcome, but what about the keyboard?

VIRTUAL KARTING

Publisher
OTM

Price
£24.95

Versions
AGA

System requirements
A1200/A4000

Release date
Out Now

Graphics 7 out of 10
They're texture mapped, don't you know. Anyway, not bad.

Sound 4 out of 10
Tinny, but then that's how karts sound, right?

Addiction 4 out of 10
Erm. No.

Playability 5 out of 10
Dreadful method of control – easily remedied.

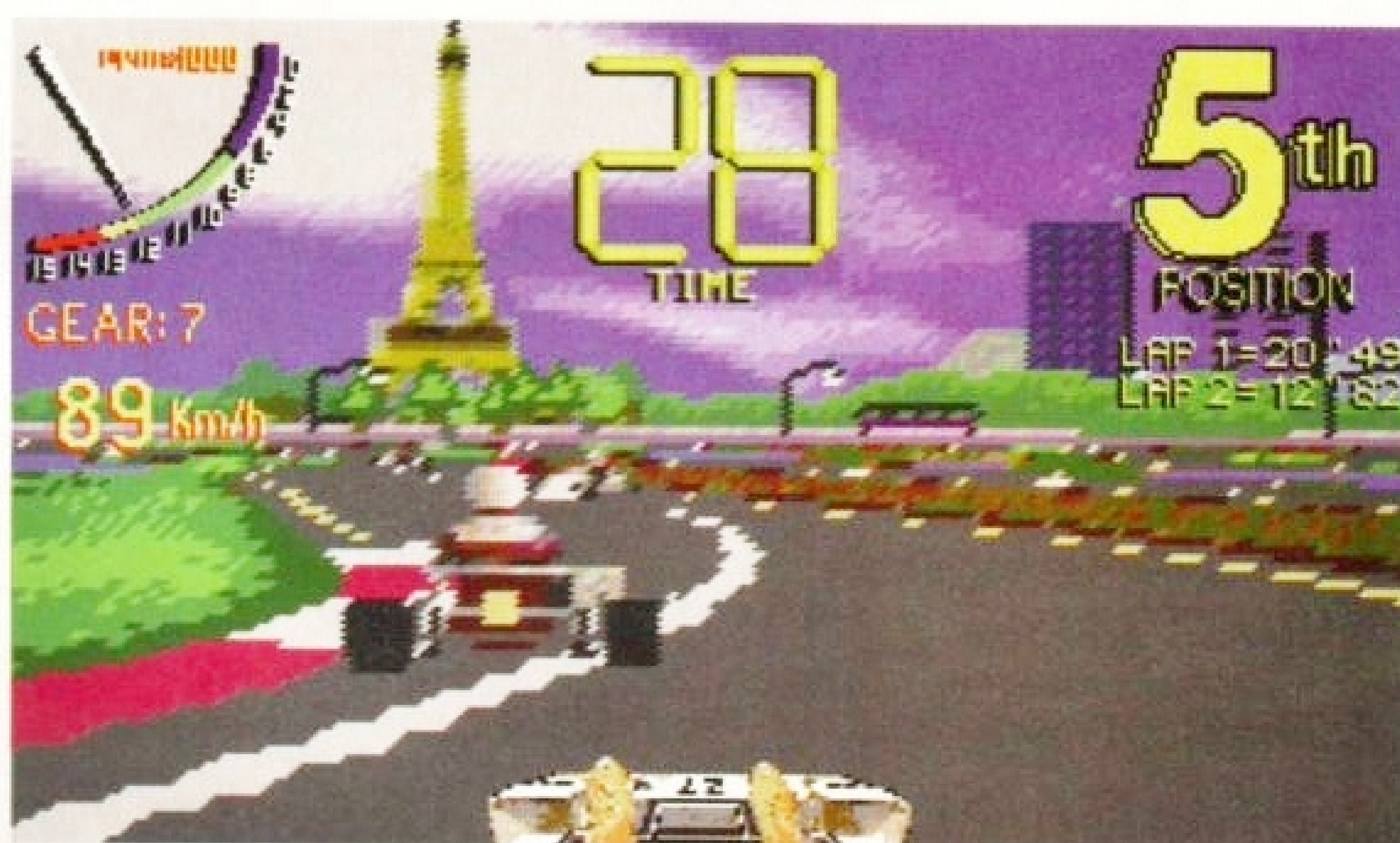
Overall verdict
***Virtual Karting* should be virtually carted off for a quick gameplay fit.**

62%

There are two ways you can view the races: in 2D or 3D. The 2D option is a straight overhead perspective, while the 3D view has four slightly different angles.

Overhead, the race seems slower, while the lower the 3D angle, the quicker the car seems to move – although when you're the lowest of the low, it's incredibly difficult to anticipate the bends.

So *Virtual Karting* is best played in the highest of the 3D views, where you can get a reasonable sensation of speed while at the same time traverse the bends with as much confidence as the rather difficult to get the hang of control method allows.



One would imagine karting around a Parisian park to be incredibly exhilarating. In real life it probably is, but this 'realistic' karting simulation is less satisfying.

In the 2D mode, you can play half screen and the actions are hot pace-wise, though a magnifying glass would be a bonus.

Back to the control method. Holding the joystick/pad forward and controlling the kart to any degree of accuracy is an awful task.

You sway this way and that, oversteering and bumping off course on to the (texture mapped) grass which slows you to snails pace.

It's not such a problem on the beginners course, but once you hop to the next two it's terribly frustrating, particularly on the really tight horseshoe bends.

Yes, I know practice makes perfect, but anyone who's played any racing game will know that using the fire button to accelerate is much more satisfying and a darn sight more concise. So actually the mouse control is probably best.

If I was of London extraction I would suggest: "OTM, SORT IT OOOOUUUUUT".

It's a shame really. The programmer, Fabio Bizzetti (possibly an Italian fellow) is obviously dedicated to the Amiga, and the work on the graphics and pre-race fly-bys is tremendous, but *Virtual Karting* is a triumph of design over content. Three courses and two cars (100cc and 125cc) – with no championships or leagues to compete in.

But, hey, the texture mapping, the frames per second.I almost feel apologetic – certainly the technical feats of the game are quite tremendous - if the Amiga had an '030 as standard this could have been developed into a much smarter, faster, more enjoyable game.

But when the car is the very devil to control, when the sound-effects are tinny and you feel like you're trundling along in a milk float, something has obviously gone wrong.

As an attempt at producing a 'realistic' karting simulation, this may well be visually excellent, but, as exciting driving games go, it's certainly left in the lower rankings.

■ You sway this way and that, oversteering and bumping off course on to the grass.

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Steve McGill certainly knows his winners from his losers. Check out our regular page for which games to go for and which to avoid at all cost.



Games Check



FEARS
(*AF76*; 92%) Manyx

Truly inspirational use of the AGA chipset merges with a Doom-clone so tough that it probably offers the best value for money of any game on the market at the moment.

Also included is an editor and advanced editor to create your own dungeon scenarios, as well as that all-important link-option, enabling you to hunt down and kill your best friends.

ODYSSEY
(*AF76*; 85%) Audiogenic

Beautiful little platform-based arcade adventure that plays at a pace set by the gamer himself. It can be fast; it can be slow; it can be in between.

Requires a bit of thought on the best way of overcoming seemingly insurmountable problems, but the ability to change into any one of ten creatures certainly helps. Great!

SUPER STREET FIGHTER 2
(*AF75*; 88%) US Gold

Despite the smallness of the sprites, the excessive number of disks and disk swaps, *Super Streetfighter 2* manages to capture the gameplay, combos and special moves of the arcade original in a way that excited our resident *Streetfighter* champion, Graeme Sandiford to sum it up as: "Surprisingly good, except for the graphics".

VIROCOP
(*AF73*; 83%) Renegade

Top Amiga writers, Graftgold, returned to the fray with this slick, polished shoot-'em-up, packed with neat, graphical touches and, shock, some *good* music. A game within a game, you battle through various game genres, blasting all and sundry.

The writers have payed obvious 'homage' to games such as Chaos Engine and Cannon Fodder, and the graphical references are not very difficult to spot. Almost too cunning.

COLONIZATION
(*AF74*; 95%) MicroProse



The biggest score in *AF* since Sensible World of Soccer scored the same last Christmas, Sid Meier's follow-up to Civilization is a fabulous, strategic journey to the Americas in which you attempt to wrest control of as much land as possible, through means foul or fair. Trading is the best way to succeed – importing and exporting. Oh, it sounds dull, but very few games attain the same high standards as those of *Colonization*.

ROADKILL A1200
(*AF74*; 80%) Guildhall Leisure

Rumbling rock music, heaven-sent explosions and graphics to kill for, this one-player racing game includes rockets, homing missiles and handy on-screen hints. Normally, we at *AF* slash scores with abandon if the programmers fail to offer a two-player or link option, but this is so tidy, all is forgiven. Worthy.

SENSIBLE GOLF
(*AF74*; 81%) Virgin

An ambitious project for *Sensible* to take their Amiga-bow, but they just about pull it off in this quirky, overhead golf-sim. Sure, some of the holes are ridiculous, and it takes time to learn the ins and outs. But Steve Bradley liked it and he must be right, right?

GLOOM A1200
(*AF75*; 91%) Guildhall

One of the main contenders for the accolade of top Doom-clone on the Amiga, *Gloom* was created, developed and programmed using Amiga-only software: Devpac2, Blitz Basic2, Art Department Professional and Deluxe Paint.

It puts the proverbial finger up to developers with pretensions of global grandeur and proves that you don't need a marketing-budget the size of a lottery-win to create successful, exciting games.



ODYSSEY: A beautiful arcade/adventure/platform romp which strikes a beautiful balance between gameplay, pace and fun. The main character can change into any of ten creatures.

DISASTER AREA
Cover thine eyes, sweet child, from these ABOMINATIONS

BRAVO ROMEO DELTA
(*AF76*; 30%) Guildhall

Up to the minute political topicality is merged with a backward, awkward control system from the heady world of IBM PC compatibles in the '80s.

Anyone in their right mind should avoid at all costs. It looks and plays absolutely horribly and should be made to suffer from mutually assured destruction.

SUBVERSION
(*AF76*; 10%) Guildhall

Any feature of a game can be twisted round and made into a benefit. So, from an advertising point of view, *Subversion* boasts hundreds of thousand of different combinations of play and ten levels of difficulty. In reality, it presents you with one sub-standard ZX Spectrum screen which is so poor it doesn't even make it on to the glossily packaged box. Avoid.

HOLLYWOOD HUSTLER
(*AF77*; 15%) Desert Star

An anomaly of a release, especially when the price of £24.95 is considered.

Poker games abound in the Public Domain and many of them are far superior to this, both in presentation and the style of Poker played. No redeeming features. Not even the crudely digititised graphics and speech can save it.

Domain Distributors

All New! Clip-Art

All New Greyscale Clipart

NOTE: Prices are per disk. Each title is over 1 disk !!

GR 01 ANIMALS (4 disks) Cute animal clips
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GR 03 SILHOUETTES (3) Silouettes
GR 04 SPORTS (4) Good sporting pics
GR 05 MORE SPORT (4) More sport!!
GR 06 XMAS (3) Great Christmas pics
GR 07 WEDDINGS (2) Wedding Images

All New Colour Clipart

High quality 16 or 32 colour. Huge bitmaps, bigger than Amiga Hi-res screen. For use in D`Paint 4 or DTP packages. All disk self boot into slideshow.
Sorry, these are just too big for 1.3 Amigas.

CART 01 ACCENTS & FLASHES (3) Useful
CART 02 ANIMALS Animal pics
CART 03 BORDERS (2) Coloured borders
CART 04 BUSINESS (4) Business, money
CART 05 FLAGS Flags of the world
CART 06 FOOD Food, chefs etc
CART 07 INSECTS Butterflies, Bees, etc
CART 08 KIDS Small children
CART 09 MAPS Maps of the world
CART 10 MUSIC Music related pics
CART 11 OCCASIONS Wedding, Halloween
CART 12 PLANTS Flowers, acorns etc
CART 13 RELIGIOUS (5) 5 disks of holy pics
CART 14 SPORT Sporting pics
CART 15 VEHICLES Cars, Trucks etc
CART 16 XMAS Christmas images

Classic Collection

Mono, high quality, clips. Huge bitmaps, many greater than an Amiga hires screen, for use in Dpaint, DTP. Most disks autoboot as a slideshow!
IMPORTANT: (2) means 2 disk set...etc

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ART05 Men(2)	ART06 Women(2)
ART07 Kids(2)	ART08 Business
ART12 Xmas(3)	ART17 Schools(2)
ART18 Babies	ART19 Sport(2)
ART23 Months	ART25 Holidays
ART26 Banners(2)	ART29 Food(2)
ART34 TeddyBears(2)	ART36 Halloween
ART39 Floral	ART49 More Animals
ART50 Animal Lineart	ART54 Space/Transport
ART58 Travel(2)	ART59 Alphabet(2)
ART65 Animal/Birds	ART68 Beast/Myth(3)
ART69 Transport(3)	ART70 Trucks/Trains
ART71 Astrology(2)	ART72 Aircraft(3)
ART73 Birds	ART74 Dogs
ART75 Buildings	ART76 Sports-Mac
ART83 Anatomy(2)	ART84 Camping

More available in this set. See catalogue

Original Clipart Collection

Collection of hundreds of small clips

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PU 154/5 Art 2 (fonts) Arrows, Stars, Explosions
PU 156 Education, Financial, Art misc
PU 157/8 Food, Drink, Health, Home
PU 159/60 Occations: Weddings, Xmas, Etc
PU 161/2 Kids, Family, People
PU 163 Signs (Bears, Christmas, Misc)
PU 164 Sports
PU 165/6 Work and Trades 1, Transport

Colour Clipart

Please Note: Most of these are in HAM and require D`Paint 4 or suitable DTP program

CCL 01-10 (10disks) Maps of the world

CCL 11 Reptiles	CCL 12 Actors
CCL 13 Actors	CCL 15 Aircraft
CCL 16 Aircraft/Cars	CCL 18-26 Birds (8)
CCL 27 Cats	CCL 28-35 Dogs (8)
CCL 36 Explorers	CCL 37-40 Fish (4)
CCL 41-51 Flowers (11)	CCL 52-53 Fruits(2)
CCL 55 Frontier	CCL 56 Horses 1
CCL 58-60 Insects(3)	CCL 63-71 Mammals(9)
CCL 76/77 Pre-History(2)	CCL 78-81 People (4)
CCL 85-87 Reptiles (3)	CCL 88 Ships
CCL 91-96 Trees(6)	CCL 97-100 Vegetables(4)

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A selection of Hard Drive Utilities

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PU 772 HD GAMES INSTALLER 3
(There was no 2??) Inc: Alien Breed Special, Beneath Steel Sky, Flashback, Lion King AGA, Parasol Stars, Rise of Robots, Sensi World of Soccer, Skeleton Krew, Skidmarks 2, and more.
PU 898 HD GAMES INSTALLER 4
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PU 917 LEMMINGS, ARCADE POOL & SETTLERS HD INSTALLERS HD Installers
PU 064 HARD DRIVE UTILITIES Backup, fixdisk and more
PU 548 REORG V3.11 Good disk organiser/high speed optimizer with many options Make a back-up before use!
PU 574 DISK SALVAGE v211.3 Will recover deleted files and if you are lucky, will recover corrupted ones
PU 576 HD CLICK v2.7 A new menu system for your HD. No clicking on icons, just click on an item in the menu
PU 721 EPU STACKER v1.70 Clever program that increases HD storage capacity
PU 668 SECURITY v3.71 Good program to protect your HD from THEM!
PU 425 MAGIC WORKBENCH PU 536 M/W EXTRAS PU 704 M/W EXPANSION
VERY nice and popular re-designed w/b, (for w/b 2.0 or higher, HD only) plus extras disks
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PU 849/50M/W EXTRAS Vol 8 (2)	PU 851/2 M/W EXTRAS Vol 9 (2)	PU 853/4 M/W EXTRAS Vol 10(2)
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PU 859 MAGIC SELECTOR Change your Magic Workbench backgrounds& settings at every bootup
PU 890 MR BACKUP PROFESSIONAL V2.1 Excellent Hard Drive backup software
PU 575 POWERCASHE v37.115 You need at least an extra meg of memory to use this.
The program is designed to speed up access time, so things may run quicker. Sounds good and it works
PU 828 MAGIC USER INTERFACE v2.3 (MUI) Latest update
PU 831 VMM v3.0 (VIRTUAL MEMORY MANAGER) Update to PU 660 Use your hard drive as virtual memory.
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Collection of the best lottery programs

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PU 757 NATIONAL LOTTERY (Liberty Software)
Shareware demo of the full program, which we think is best program around for the serious Lottery punter. Its based around a scientific picker to favour missing or popular numbers, but it also contains a powerful user editing system. E.g. If you think there will be no `forties` this week it will leave them out. Want a specific number of odds/evens, or the numbers added together to be over (e.g) 150, then this will do it. Syndicate entry? Need 100 selections? No problem.

PU 758 PRO LOTTERY
Another shareware demo, and the best looking program. Will only pick random numbers in this version. Also includes a very interesting program explaining how `random` is opposed by the law of averages!

PU 775 LOTTO LUNACY
Thanks to R Webb for this, probably the best pure PD lottery program available. It keeps a data base of winning numbers, then analyses them to show most and least popular. Also gives a graphical representation of numbers drawn. Include for sure!

The above programs are PD available at our usual price of 99p plus p/p

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Here is our top 20 list of the very best.
PLEASE NOTE: The odd game will not work on certain Amigas

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ASI 14 China Challenge, Columns
ASI 26 Superpacman, SmashTV
ASI 27 Assorted card games
ASI 36 Wond`land, Donkey Kong
ASI 41 Pacman, Hellzone
ASI 46 Checkers, Ouch!, City, Amiga Q
ASI 60 PipeMaster, Hunter, Chinese Checkers
ASI 65 Paranoids, Chess, Word Puzzles
ASI 70 Wangle & the best Tetris
ASI 71 Numerix, Battleships
ASI 89 Megaball 2.1, Cluedo
ASI 90 Starians, Flashbier, MineField
ASI 96 Dungeon Flipper, Backgammon
ASI 113 Trek trivia, Popeye
ASI 151 Krillian, Caffeine. (Brill SEUs)
ASI 158 Scrabble, Toad, VChess2
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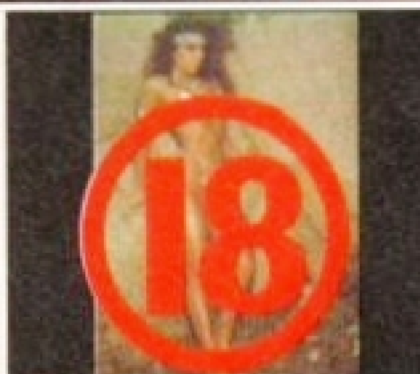
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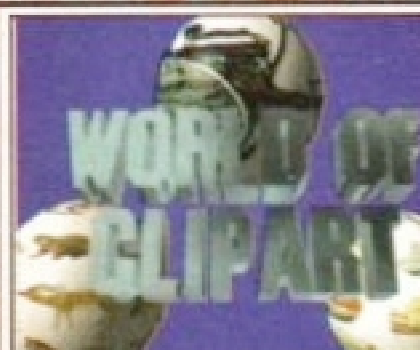
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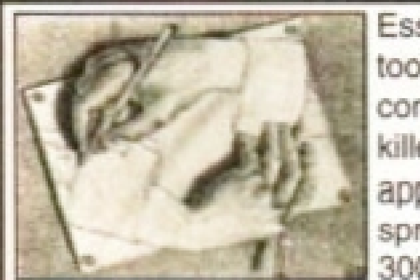
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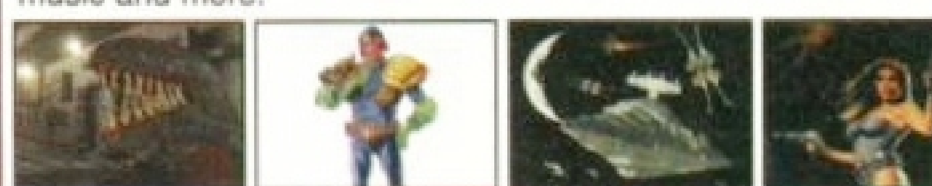


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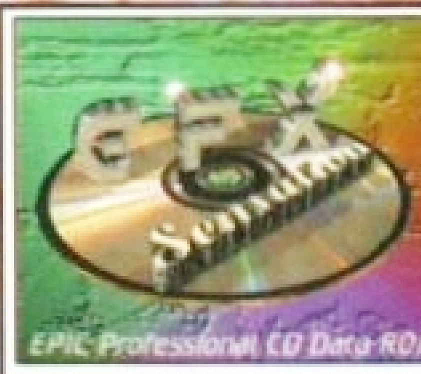
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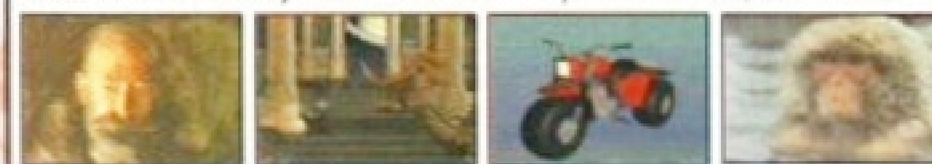
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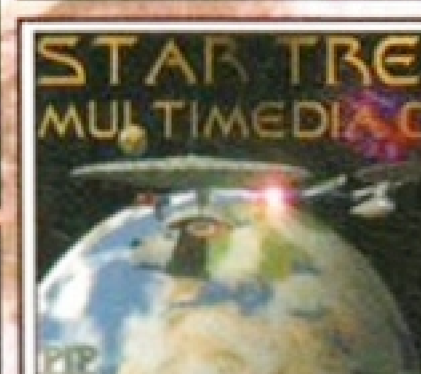
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THE EPIC COLLECTION GOLD NEW!!! (CD100) £59.95



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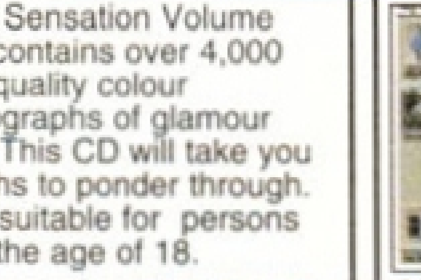
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17BIT 5TH DIMENSION (CD157) £19.99



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MAGIC WORKBENCH ENHANCER

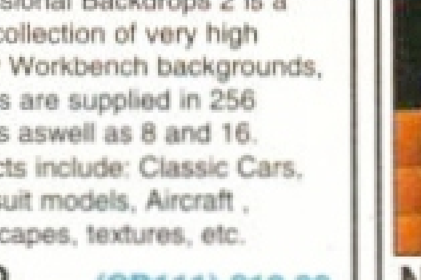


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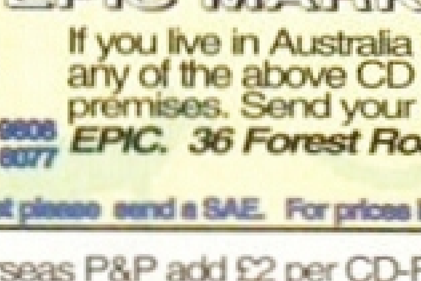
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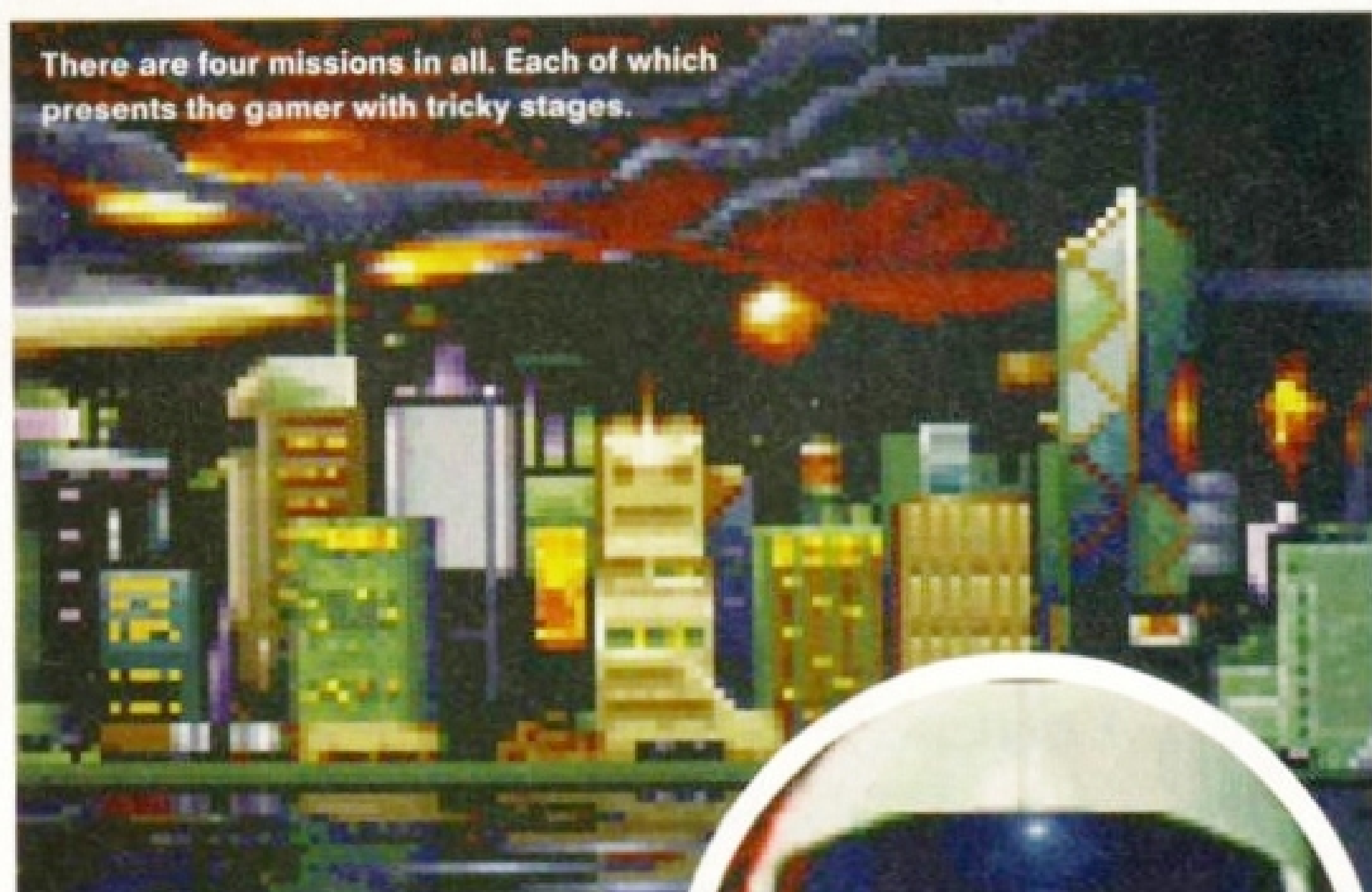
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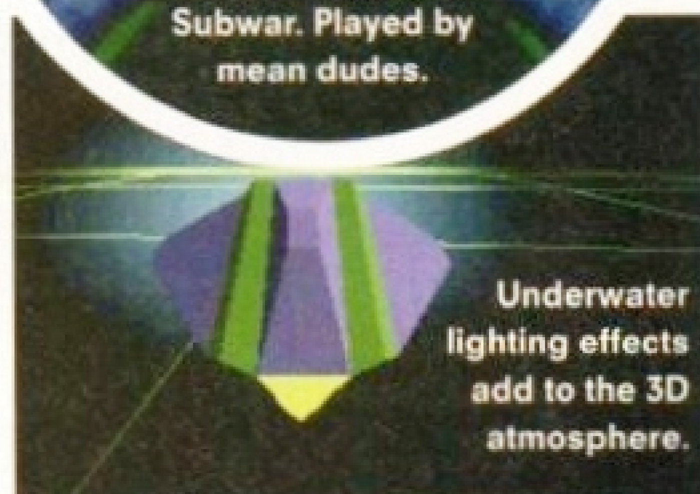
Subwar 2050 CD32



There are four missions in all. Each of which presents the gamer with tricky stages.



Subwar. Played by mean dudes.



Underwater lighting effects add to the 3D atmosphere.

Under the sea, it is dark, foreboding and scary. In the *Amiga Format* office it isn't any of those things. That's why it's nice to boot up the CD32 and take to the high seas below the surface of the water, so to speak.

Anyway, superfluous nonsense aside, *Subwar 2050* shows promise in simulation land in many ways. Traditionally, submarine sims are a bit bland and boring due to the lack of visual stimulus. Until now, most of the work was achieved through interpretation of charts and sonar readings.

Microprose, being the smart chappies that they are, have played around with physics a bit, ignored the boring bits, where reality intrudes on the fun, and added some blatant unrealities to spice things up.

In *Subwar 2050* you can see objects around you at any depth: a Head Up Display superimposes the thermal layers of the ocean depths on to the front of the screen. As such, the game feels like a flight sim taking place under water.

There are two wing men and several submarine tactics to acquaint yourself with. The game handily provides a training mission which gently introduces all of the major elements of successful submarine warfare.

The missions themselves consist of several increasingly difficult stages. The only criticism being that there aren't enough of them.

Still, I loved playing it on the A1200 and have no qualms about recommending the CD32 version either.

Steve McGill



Sneaking underneath surface ships while still being able to see them is a submarine sim first.

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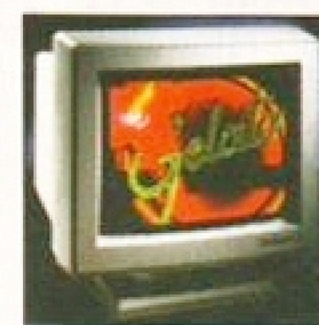
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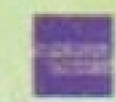
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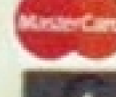
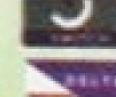
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"I'm going to read those tips in the GameBusters pages of *Amiga Format* if it kills me," said Captain Bigbiceps. "Looks like I'm going to have to kill you then," growled Lucifer's friend.



GLOOM

Reviewed in *AF75* ■ 91%
Guildhall 01302 890000

There's a bit in the brilliant *Evil Dead II* where hero Ash takes advantage of heroine Sarah querulously whistling 'Hush Little Baby' and so distracting a monster the size of a duck on top of a bear by chopping it to bits.

Zwinggg! he goes and off comes its left arm. Zwanggg! he goes and off comes its right arm. Z-z-z-woppp! he concludes and its head spirals off in slowmotion, leaving its fearsomely de-limbed torso to whoopee-cushion itself to death.

This, then, is what playing *Gloom* is like. It is vitally important to switch the 'violence model' to 'messy', thus strewing the disparate parts of your enemies about the place upon body death, since by this method you can mark the corridors you have explored. (It also looks really neat.)

Oh, and be sure to play with a CD32 pad, switching to autofire at tricky moments. Like all of them. You'll obviously have mastered the sidestep manoeuvre, so we won't embarrass each other by going over it again.

General rules

Don't go through a teleport until you've explored an area fully. (Level 1.4, for example, has a teleport that throws you into a monster-filled room.

Those with good sense will have prevailed from using it until they had picked up the invisibility bonus from the previous rooms.)

Don't worry about getting lost – *Gloom's* maps aren't mazes, but lead you in a fairly straightforward manner from the start to the exit.

Use the scenery – all monsters will happily shoot at covering posts, without it occurring to them to move around to get you.

Never ever leave a level without finding the secret room. There's at least one every time.

Remember that you don't need to face a switch to trip it, but can back into it as effectively. (In Hell this is a life-saving trick.)

And don't forget the game will save your position when you complete a 'chapter' of seven levels.

There are three such 'chapters' – Space Hulk, Gothic Tombs and Hell. Curiously, Gothic Tombs is definitely the hardest.

Monsters

The monsters in *Gloom* are of two types – those that bite and those that use guns. Here's a breakdown of how to deal with them.

● **Space Marines.** Space Marines potter left and right, turn and fire, and potter on. They head for you in a general manner and are quite pathetic, being easily avoided if you really can't be bothered shooting them.

● **Aggro Skinheads.** These are fast, but can't hurt you from afar. Exploit this in the obvious fashion. *Gloom* is fond of putting these fellows in exit rooms; a caddish ploy.

Remember kids, if you don't get bitten, or you don't get shot, then you will live. Hurrah.

■ The monsters in *Gloom* are of two types – those that bite and those that use guns.

Continued overleaf ➡



If you can see this, you're too close. Back off and fire, fire, fire all the time. Beware, though, these chaps are fast, dangerous and travel in packs. Don't waste a shot.



"Right. You pretend you're Arnie, I'll pretend I'm Van Damme and you pretend that you're crouched down doing something useful."





Bet you wondered what happened to all of those Raptors in *Jurassic Park*. They had to get work from somewhere.

Wait for the Ghosts to emerge from walls before shooting them.

← **Whacking Great Robots.** The robots stand there and pour fire into you. Merely sidestep across their line of fire and shoot back. Don't be tempted to draw them out of their cubbyholes, as they start walking around and your timing goes.

Raptors. These are extraordinarily unpleasant, travelling in packs, homing in at top speed and raking off chunks of energy bigger than the duck in the earlier duck/bear analogy.

Don't stand and fight – back away, shooting all the time. If they get in close, instantly sidestep. In their blood-frenzy, they will continue attacking the spot you have just vacated for a vital picosecond.

Whenever you throw a switch in the Gothic Tombs, you can be assured that new Raptors have been created. Retrace your steps with care.

Ghosts. Ghosts have the dangerous ability to zoom through walls after you – a fantastically beautiful effect – but can't actually shoot until they're in the open. Back away from a Ghost room, therefore, and wait in the corridor for them to emerge before you.

Cloakblokes. A sort of super-marine, faster and more accurate than the vanilla variety. It is highly inefficient, but immensely rewarding, to sprint into a room of them and then run, turn and sidestep continuously in a type of "Last Waltz of the Apocalypse". Try it.

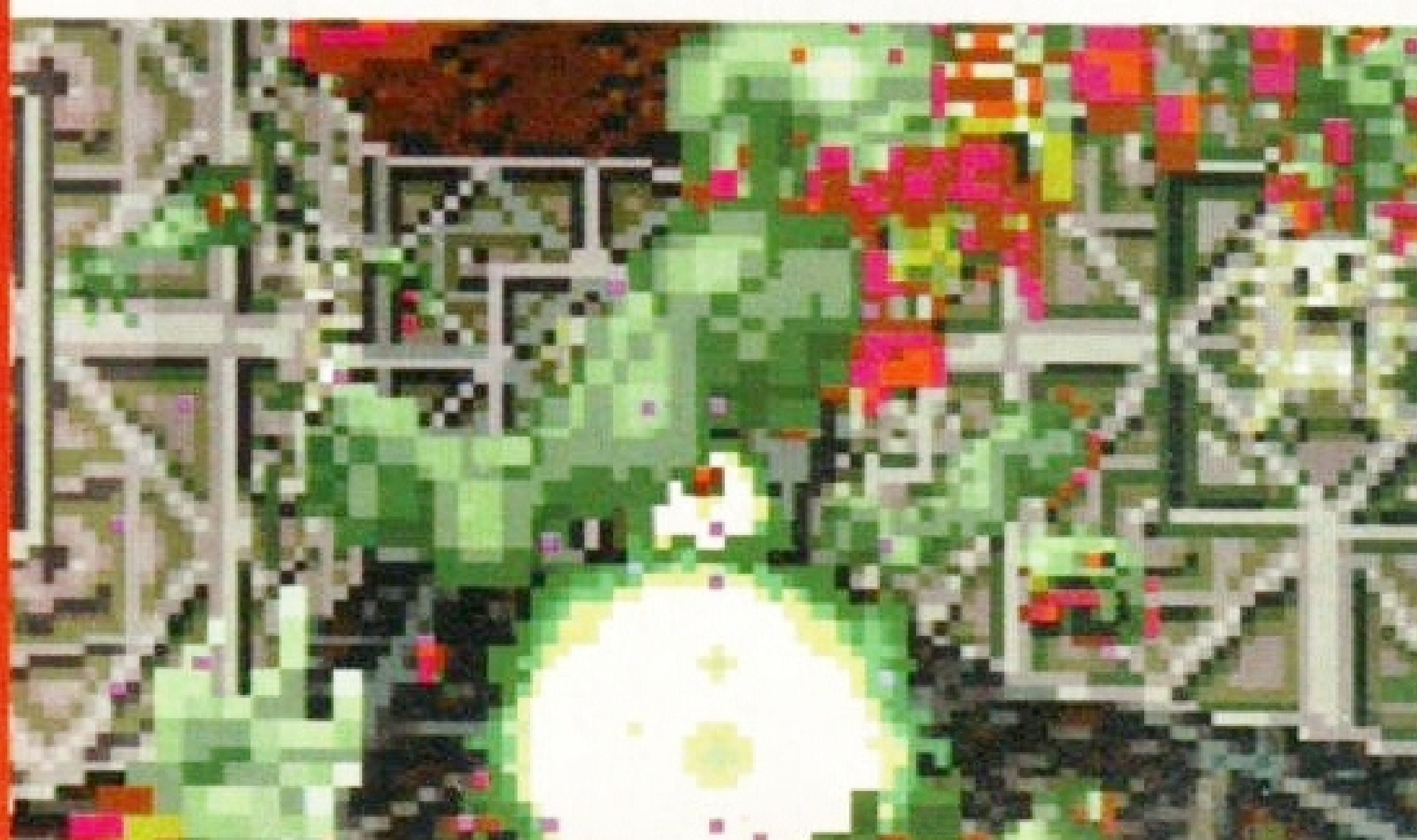
Minions. A sort of Super-Raptor, if that's possible. They are, however, largely confined to corridors, where they're easy targets. If ambushed, flee backwards to draw them into single file.



So pathetic he's hardly worth shooting. But shoot him anyway.



Andrew's Liver Salts should cure whatever this guy's got.



"Es are good, Es are good", sang the vitally untrendy Gloom warrior as he pacified someone.



There's only one thing worse than being surrounded and that's being left on your own.

Soul-Suckers. A floating, gnashing thing that sucks you in and holds you while it and its cohorts bite off your head. Jam down the back key to hold your position and propel the gunfire of justice into it until it sees the error of its ways. Replaces the Raptors as the exit-ambushing monster of choice in the Hell levels.

Demon Lords. Big, trigger-happy and startlingly purple, Demon Lords are, strangely, easy to beat. Get behind a post (plenty are provided) and peek out to take the occasional potshot. If they outflank you, merely move around the post.

Dennis the dark denizen of Hell himself. Hey, we have to leave *something* of the game for you to play.

There are also booby-traps aplenty, including the gorgeously over-the-top spinning wall (just follow it around – it can only hurt you by squashing you against the sides of the room) and the sliding panther blocks. (These injure on contact and are evilly placed. On Level 3.2, for example, the last switch in the block-filled room springs one straight into you from the right.)

Secret rooms

Gloom plays largely fairly with its secret rooms. Look out for unique wall patterns, or very suspicious dead ends.



Secret doors can usually be spotted through differences in wall texture.

There's a secret room on each level, not counting the Underkill coin-ops. These are entertaining games of mini-*Defender* that award an extra life when you complete a wave.

The *Space Hulk* machine is hidden in level 1.4, in the room with the invisibility bonus. (Circle the bonus and open the far wall.) You're led to the other two as if the designers realised what a task awaited you.

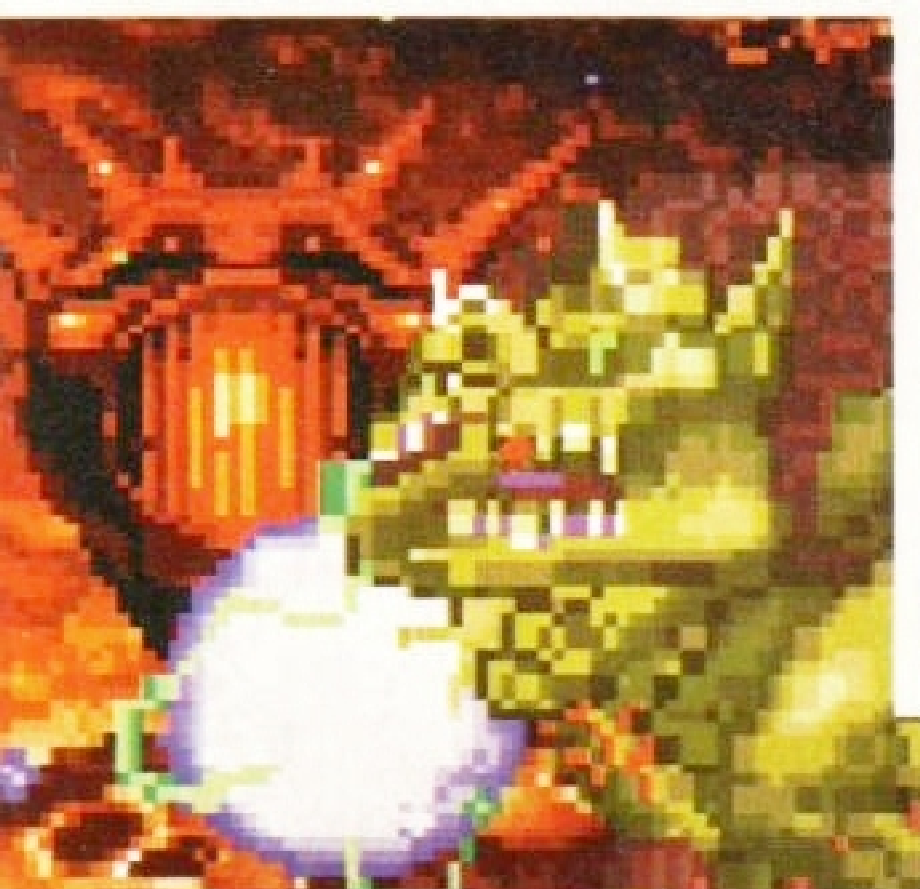
Power-ups

A disappointing aspect of *Gloom* is that its appallingly powerful weapons





Remember to be diligent about searching out secret rooms and power-ups. Some denizens are just too powerful to take on without being tooled up.



Keep a tab on the power of your weapons by looking at their colour. It could save a life.



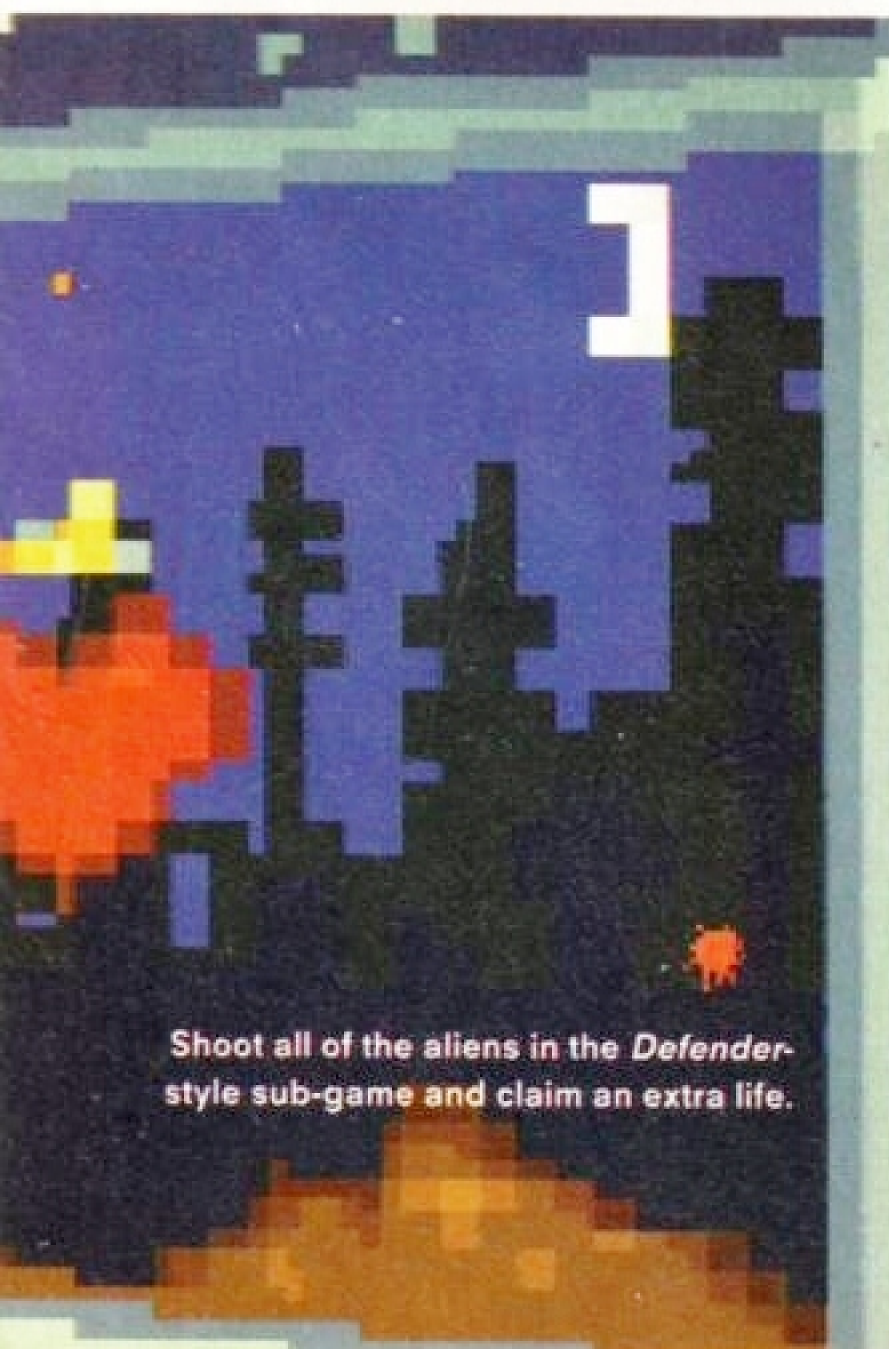
Remember to brush your teeth last thing at night, or you'll end up like this.

are represented solely by blobs of light. Still, eh?

You'll likely know about the 'mega-weapon' bonus (a temporary double-barrelled blaster if you pick up another power-up when fully charged), but there is a further level of madness.

Grab three 'mega-weapons' on the trot and you'll go into 'maximum overkill', spewing bullets disgracefully effectively in a three-way cone.

It is exceptionally difficult to pull this off, however (Hell is certainly the best place to try), and on the whole it's best to pass up a 'mega-weapon' bonus in case you get killed and need to recharge your (now severely depleted) gun.



Shoot all of the aliens in the *Defender*-style sub-game and claim an extra life.

The wave motion cannon

For those who have sensibly invested in a CD^{32} pad with autofire, here is a repulsively unbeatable firing technique. Position yourself at the head of the corridor, or in the mouth of the room, and switch on the autofire. Now, by tapping the shoulder buttons you will jink left and right, sending an inverted sinewave of death into your enemies. The carnage is almost unbearable.

These, then, are suitable tips to aid you in making the world safe for democracy and *Alien Breed 3D*. Should you find them unnecessary, perhaps you would be interested in a few challenges?

Completing the whole of Gothic Tombs without losing a life, for example (if you can just do the Raptor Pit without being killed, you are becoming attuned to your inner self, or something...), or seeing how far you can get solely by dodging.

Or, just possibly, by playing the *Deathmatch* game. But that's a bit poor, so you're probably better off not bothering. Cheerio!



Send a sinewave's worth of firepower into the soldiers' ranks. The carnage is horrible.

MainActor Broadcast

MainActor Broadcast is a completely new animation-program. It works on all Amigas with at least 512kB RAM und Amiga OS2.04 or higher.

Features:

- More than 20 load- and save-modules for animations and pictures (AVI, BMP, DL, FLI, FLC, IFF, IFF-Anim3/5/7/8/J, JPEG, PCX, Quicktime...)
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- Index-file for quicker reloading of animations
- Support of any graphics card with up to 16.7 million colors as well as standard Amiga-display
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- Allows joining, converting, splitting and creating animations
- Easy-to-use intuitive graphical user-interface
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- Supports the multipic. libary of MacroSystem

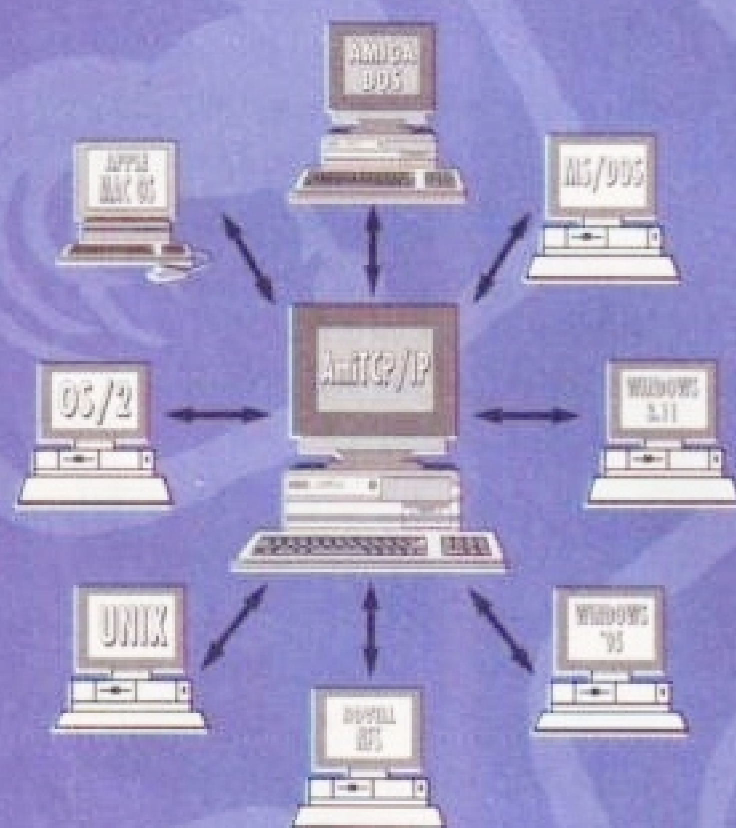


£ 179.95

Liana £ 59.95

Are you in need of a fast and easy connection between two Amiga's? Liana, the low-cost network solution, is exactly what you want! Just plug it in, install the software, and it runs! Nothing could be easier than that. Liana is the network solution for those with a small budget and big needs. You can even share your hard drives and printers.

AmiTCP/IP



The most popular TCP/IP-implementation for the Amiga.

- connect your AMIGA to heterogeneous networks and the InterNet
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- uses SANA-II interface
- optimized version for 68020 CPU included
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- additional applications: ftp, telnet, rsh etc.

System requirements:

AMIGA with at least Workbench and Kickstart 2.0, 1 MB RAM and ca. 2 MB free space on harddisk.

£ 69.95

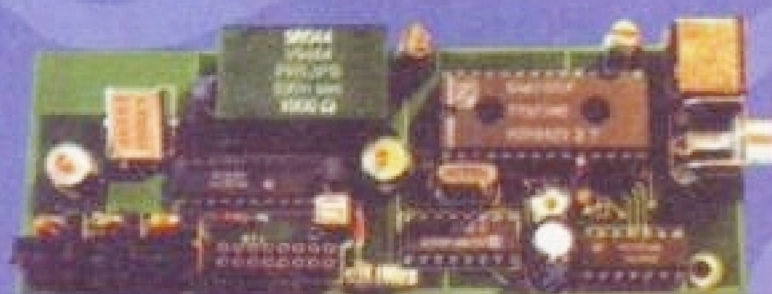
Ariadne

Don't get overwhelmed with the complexity of setting up a network, use our Ariadne Ethernet card that is compatible with all Amigas that have an available Zorro Slot. This card is not only easy to network - it also equipped with 2 additional parallel ports offering multiple network solutions.



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The video module, Pablo, expands your Picasso II with two new video outputs. Using the Pablo, you can view your Picasso output on any TV or VCR. All with quality that you would only expect to see from broadcast video encoders.

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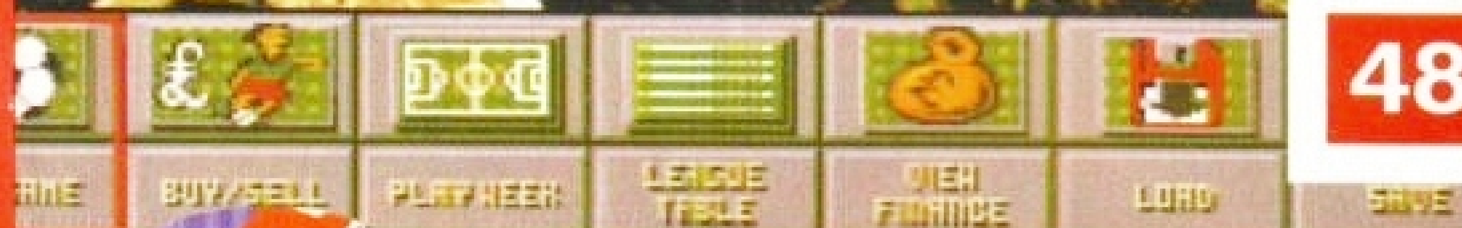
Footie management games are the flavour of the month. Steve McGill looks at a couple of re-released offerings. Here we go, here we go...



Re-releases



Frank Skinner is the bloke on the right. The bloke on the left is the unfunny one.



48%

The only part of *Fantasy Manager* which seems to have some life is the scoreboard.



In *Fantasy Manager* you can choose your home strip, but not the away. Which is a bit slack, if you ask us.

FANTASY MANAGER

Hit Squad ■ £9.99 ■ *AF69;* 48%

An opportunistic attempt at cashing in on the success and popularity of BBC2's highly popular Fantasy Football League, starring the inimitable Frank Skinner and an annoying, bourgeois person, would have been welcomed by us first time around if it had been any good.

Unfortunately, Anco's effort fluffed it in front of the goal posts and provided potential players with one of the most unfriendly and unresponsive front-ends of any style of footballing management game. Ideally played with at least three players, participants start the game by either bidding against each other, or taking turns at buying players.

As soon as each participant has fulfiled the minimum squad requirements, the game begins in earnest. Players are positioned in the squad and then sent out to play. The only visual representation of the game's progress is through an animated scoreboard which, in a limited way, conveys some of the tension of a game in progress.

As it stands, there may be more than a few fanatics willing to buy this. It's about football, it's out at a new, low price and it's associated with an 'in vogue' television programme.

Amiga Format readers should know better than to buy this, though. Even at this lower price.

55%



There are more stats in *Tactical Manager 2* than there are in the whole of a century's worth of Moore's Almanac. Impressive but incredibly ugly.

TACTICAL MANAGER 2

Hit Squad ■ £9.99 ■ *AF74;* 55%

I've never been a fan of the *Tactical Manager* and football tactician games. At times, it's made me feel totally out of kilter with Amiga gamers.

For there is a huge swell of ground support for *Tactical Manager* and its sequel. Kompart play host to a huge-ish play by mail version of the game. Fans swear by its attention to detail, its believable results, and its reams and reams of statistics.

But I still can't get my head round some of the most infuriating design flaws ever to congregate within the coding of a management game.

To jump from one section of the game, such as team selection to the finance section, can take anything from three to five clicks of the mouse. This may not sound much, but it quickly becomes wearisome in an extensive session of play. Especially when you consider it in terms of the look of the game. It looks horrible, cluttered and spreadsheet-like. Offputting in extreme.

On the plus side, *Tactical Manager 2* offers some of the most extensive options and tweaks that you could imagine in a footie management game.

I still can't recommend it. Even at the lower price. But I can just about understand why it has such popular appeal. Just about.









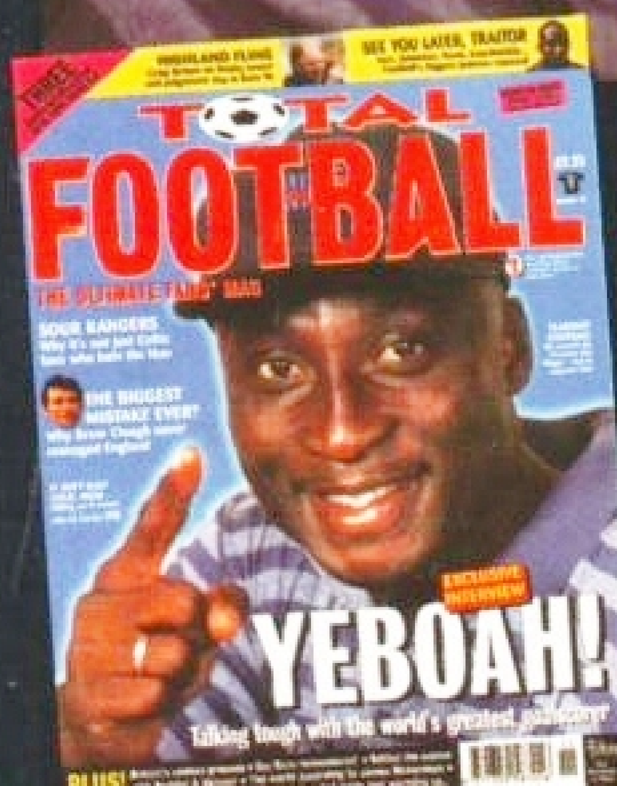
TONY YEBOAH

CAN COUNT THE NUMBER OF FOOTBALL MAGAZINES WHICH HAVE AN

EXCLUSIVE INTERVIEW

WITH HIM THIS MONTH ON THE FINGERS OF ONE HAND:





WARNING!
This mag contains naughty words!

ISSUE 3 ON SALE THURSDAY OCT 19

http://www.futurenet.co.uk/outdoors/totalfootball.html

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FLOPPY DISC PDSOFT SOFTWARE

PROGRAMMING + TEK

A+ V0298 NORTHC V1.3 (AB)
The latest update on the public domain 'C' environment for the Amiga that I am aware of.

A+ V0523 DICE C COMPILER (AB)
Contains Matthew Dillons full featured, powerful C compiler and environment system.

A+ V0784 AREXX PROGRAMS (AB)
This disk contains several useful ARexx programs and examples. POPCLI is the latest of a must have utility.

A+ V0786 PASCAL
Contains everything needed to program in Pascal. Includes A68k 68000 assembler. Blink, Linking software and PCQ, a modest Pascal sub set compiler.a

A* V1041 DIGITAL BREAD BOARD
is a full GUI digital logic circuit simulator. Digital Breadboard currently supports 2 and 3 input AND, OR, NAND, and NOR gates, NOT and XOR gates, D, JK, and SR edge triggered flip flops, multiple independant clocks, switched and pulsed inputs, outputs, Vcc, GND, independant 4 channel oscilloscope, event counters, variable speed timer, preferences printing, and more.

A+ V1056 DEVELOPER
Contains the official Commodore developers kits for the Amiga Guide and Commodore Install utilities.

A+ V1060 CIRCUIT BOARD DESIGN
Several terrific routines for the electronic enthusiast. Includes PCRtool, a circuit board design tool. LogicLab, circuit logic tester. Mcad v1.26, a new release of this PD CAD program, now comes with pre drawn common circuit components for insertion

A+ V1209 GNU C++ COMPILER (3)
Theses disks consists of the latest version of the GCC environment. Thus the compiler, driver, assembler, linker, header files inline code generation of library calls.

A+ V1213 PROGRAM LANGUAGES
ACE v1.02, is a PD Amiga BASIC compiler which, in conjunction with A68K & Blink produces stand alone executable's, run time shared libaries are required.

A+ V1219 THE AREXX GUIDE
If you are learning Arexx or simply need some sort of reference guide then this disk is for you. It is a highly comprehensive guide to the popular programming language Arexx. uses Amiga guide system which is easy to use and a very effective way of presenting information.

A* V1227 GAD TOOLS V2.2C
A standard Amiga shared runtime library which makes it a lot quicker / easier to build standard requesters into programs. Designed with CBM's guidelines in mind.

A+ V1250 SOLDERING
a tool for those people who enjoy electronics as a hobby or those who are studying it. contains quite a number of electronic components and board types in the form of IFF brushes for use in DPaint or similar programs.

A+ V1276 ELE. CIRCUIT BOARD
A highly technical & accurate tool for designing circuits. A vast number of component types and symbols are stored in this program enabling the user to create both schematic diagrams & PCB track layouts as well.

A+ V1384 HOW TO CODE IN C (AB)
Coves Debugging, Intuition and Graphic, Kodbibliotek, Tips & Tricks, Amopa AsmFranC, Dos Intuition, WB start, DMake, GadToolsBox and Power Source

A+ V1430 N.D.U.K V37 (ABCD)
Portions of the Commodore Native Developer Update Kit that can be licensed for distribution. Includes the fd files, libraries, startups, C include files, and tools

A+ V1310 AMIGAGUIDE
Archive distribution of the Amiga Guide hypertext utility direct from Commodore. Contains developer examples and tools for AmigaGuide under V34/V37 and V39, plus a new free print/sign/ send in distribution license for AmigaGuide, amigaguide.library, WDisplay.

A+ V1647 SECTOR EDITING UTILS
a selection of Sector, Track, Device and Binary editors, etc. Programs like AZap v2.21, Brik v2.0, bsplit v1.0, Cachelt v1.0, DeviceLock v1.2, Dtrags v3.12, NewZAP v3.3 and TrackdiskPrefs v1.0. Req use of LHA

A+ V1874 C SHELL V5.42
CShell is a replacement for the AmigaDOS command line interface. Many builtin Unix like commands, very fast script language, file name completion, command name completion, comfortable command line editing, pattern matching, AUX: mode, object oriented file classes, abbreviation of internal and external commands.

A+ V1876 MOTOROLA FREEWARE 68XX CROSS ASSEMBLER'S v2.0
These are the complete set of Motorola Freeware cross assembler's, as posted on the Freeware. The assembler's cover the 6800, 6801, 6804, 6805, 6809, and 6811 microprocessor's and micro controllers.

A+ V1877 DISECT V1.7
is a very powerful combined disassembler/debugger, which is easy to use. Its power is achieved at the expense of memory: the minimum requirement is 1Mb; for larger projects, 2Mb will be required. The programmer neither encourages nor condones its use to assist in illegal coping software.

A+ V1905 MATHS FORMULA EDIT V2.1
MathScript is a formula editor, which is used to integrate mathematical formulas into word processors or DTP programs. It has an extensive amount of mathematical and physical symbols and many control codes for creating fractions,roots, exponents.

A+ V1909 REQCHANGE V3.6
Patches Intuition, ASL, ARP & REQ to use the Req Tools requesters instead. It also adds a couple of extra features, like an Assign Wedge, the possibility to send ARexx commands when a patched requester appears, & several options to configure how the patches behave.

A+ V1919 MOTOROLA CROSS ASSEMBLER'S V2.0
Assembler's AS0,1,4,5,9,11

UTILS & POPULAR

A+ V1362 CHECKERS TOOLBOX
Incredible Amiga diagnosis program. Runs self test on all chips, all the ports and even the disk drive! All your hardware is tested and displayed in graphical information. Every Amiga owner should have a copy! Find out what is wrong with your Amiga before going to the repairers to get it fixed. It may save you a bob or two!

A+ V1405 VIRTUAL UTILITIES
Contains 5 utils containing everything needed for any Amiga user to make virtual memory from their harddrive. The Amiga is fooled into thinking it has massive amounts of RAM when really it only has a small amount mapped to a file on the harddrive.

A+ V1719 TELETEXT V2.3
View Teletext (also know as Teletekst, Videotext, Ceefax, Skytext, Supertext etc.) on your Amiga. It is suitable for any PAL Amiga (read @{ System requirements link systems req } for more info, because it uses the parallel port to interface with the hardware. An electronic switch is provided to easily swich between the TeleText decoder and a printer.

AA V1335 LIBARIES & DATATYPES
This is a disk packed full of Amiga Workbench 3.0 Libraries and Datatypes. There's 47 Libraries from A to Z all libraries covered are right up to date and waiting to be installed. The disk also have installation notes to aid the beginners. also files in the L and Devs/DosDrivers drawers that can be copied or assigned.

A+ V1641 SUPER KILLERS V10.0
The latest collection of virus killers like AntiCicloVir v2.2a, Virus Checker v6.43, VirusZ II v1.07, and VT v2.67. Req the use of LHA which is in the c directory.

A+ V1017 POST V1.86ENH (ABC)
PostScript interpreter which implements the full Adobe language. Supports Adobe type 1 and type 3 fonts, screen output, file output, and printer output.

A+ V1593 EPU DISK STAKKER V1.7
Double your hard drive capacity by installing EPU. After installing EPU to any Device (HardDisk, Floppy, Rad etc) every file which will be written to the device will be compressed & when any compressed file is read by any application it will be decompressed.

A* V1039 HD INSTALLER (AB)
Bought an A1200 machine and are having trouble with your hard drive why not install it correctly.

A* V1095 THE DEGRADERS
If you have trouble running older software on an A1200 or A4000/030/040 machine give this disk a try it provides emulation of the older machine in various forms.

A* V1136 DISK SALVE 2
Repair your hard drive with this. recommended.

A+ V1326 C: COMMANDS & LIBS
The C: and LIBS disk contains over 100 commands lie within the C directory. Over 20 LIBRARY's are within the LIBS directory. Use them for your disks. They can be used to spice the disk up in appearance and in usage.

A+ V0490 MESSY SID II
once loaded will read MS Dos disks. Convert any text (asc) files on to an Amiga dos disk so that they can be loaded into any standard Word processor. The program will also convert the text back to your IBM disks.

A+ V1611 SNOOPDOS V3.0
Log's all the dos/library calls and more when you run a program. This is handy for both the programmer and the beginner. Have you ever installed a program to your harddrive and then discovered that it will not run without a certain library but you don't know which?

A+ V1928 VIRUS WORKSHOP V4.8
This is the one and only Virus Workshop by Markus Schmall. Now in the Version 4.8. Test it!

A+ V0424 ANTIFLICKER
A program to stop the Flickering when you use the Amiga in Hi res move.

A+ V1669 TUDE V1.0-
is a very extensive and easy way of degrading your machine for all sorts of purposes. It is useful for playing old game on A1200s for example which need kickstart 1.3. There is a GUI version included as well as a CLI version so most people will have no trouble using it. A highly useful tool for all Amiga owners. Good.

A+ V1523 RELOKICK V1.41
ANOTHER(!) version of ReloKick. Galahad of Dual Crew did ReloKick 1.4, so I decided to improve on that!

A+ V1354 FIVE STAR V1.0
Demo version of a powerful prediction tool for LOTTO, POOLS, SWEEP, DIGIT (eg 4d) and HORSE (races) systems available worldwide.

A+ V1356 NOERRORS V1.3
Its main function is to hide physical disk errors from floppy disks and hard disks, so these disks can then be used without DOS showing read/write errors.

A+ V0662 DCOPY V3.1
Best PD copier on the Amiga. No new Features over 2 but has been updated with new code information.

AA V1164 (AGA) ASA FIX DISK
An entire disk full of utilities for those A1200 and A4000 owners out there who can not for the life of them get some of there favourite games or demos to work.

A* V1360 WB2.0 TUTORIAL
There is a lot more options open to you than just playing games. In the chapters Files Explained & Menus attempt to explain the workings of WB2,as the manuals supplied with your Amiga.

A+ V1109 STAR VIEW V1.0
StarView is a mouse operated program designed to show graphically the positions of the stars and planets from any point on the earth. Most stars above magnitude 4.5 are shown (over 850 in total), more than 100 with their proper names. The outlines and name

A+ V1420 SIGNATURE CREATOR
The Deluxe Signature and Coat of Arms Creator! You get a selection of letters for use in your new signature. simply note down the numbers of your choices then load dpaint or a similar paint package and you will find the letters stored in a drawer on this disk called letter brushes. you'll have a signature to be proud of in no time!!

A* V1242RE ORG V3.11
is a fast disk optimizer that can be used for floppy disks and hard disks. Supports new Kickstart 2.04 features including hard and soft links and High Density drives.

A+ V0685 APRO ASTROLOGY V3.5
Astro_22 as released is a starter program which accurately calculates the position of the planets, cusps and zodiac positions to within 30 seconds of arc. I intend to increase the usefulness of the program to eventaully cover all aspects of the subject which will appeal to professional as well as novice astrologers not wishing to pay 200+ for a decent package. Updated version

A+ V1110 FORECASTER V2.02A
is a Horse Racing prediction program which uses statistical analysis of major factors including course/distance winner, past form weight, age, going etc, of a given race and uses data stored to evaluate each horses 'score'.

A+ V1140 FOOTBALL FORECAST
DEMO - This the most up to date Football forecast program to predict the results of football matches.

A+ V0489 AMIBASE PRO II
This is the latest database program which is an update

A+ V0827 REPAIR IT V2.01
An essential set of tools for recovery. Disk speed reports the speed of a selected drive. DiskSalv will try to recover as much data as possible from a corrupt disk. HDTool will install the OS3 disk caching and FFS to the hard drive of a lesser operating system.

AA V1661 NATIONAL LOTTERY
This is a national lottery prediction program called Lottery Winner. It consists of a database system which can record the National Lottery results from week to week until it has sufficient data to make certain types of predictions or just a random guess. Good.

A* V1679 COP THE LOT
Lottery prediction/database which can store the previous lottery results and also select random numbers etc.

A+ V1771 COURSE FORM
Like to put a bit of money on the horses? This utility allows you to enter the figures for the horses in a particular race, plus the course details, and then it will try to predict the winner of the race. Good.

A+ V1778 LOTTERY CHECKER
is a great tool for checking lottery numbers. Good for office syndicates. Find 'A' Date is a database which stores and matches people up for blind dates. Sneaker is used to view and change binary files. technical users are always finding these programs useful.

A* V1836 MRBACKUP V2.1.4
is a hard disk backup program for the Commodore Amiga family of computers. It provides a wide range of services to support Amiga file management and backup/restore of files to/from hard disk.

A+ V1837 DISK DOUBLING V1.9B
This package allows you to create virtual partitions pn your HD. Files stored in such partitions get automatically compressed and decompressed whenever you access them, in a transparent way.

A* V1838 VMM V3.0
A virtual memory manager for Amigas with a 68040,68030 or 68020+68851 processer.

A+ V1847 DIALLING CODES V2.00
This small utility will tell you the source of any dialling code or it will tell you the dialling code for any place that you enter as well. Very useful for comms people or just handy for the home or office. Very good.

A+ V1860 GENTREE (AB)
Genealogical/Family Tree program. Organise, & maintain your family tree. Each family tree can contain an unlimited number of members. Each member can have pictures, sounds, & text associated with him/her.

A+ V1899 TSO II V2.2
can be used to optimise floppy disks and hard disks in order to speed up directory and file accesses.

A+ V1932 X-FILES GUIDE
The X-Files Guide disk is full of very usefull information if you are interested in the x-files. It contains over 674k worth of text, ranging from episodes 1 and 2 to the x-files transcript. It also has a survey you can fill in and send off to the auther of the disk.

A+ V1933 PROJECT UFO (A-F)
Project UFO is all about the super natural. Mainly being UFO's. In this six disk set it contains reports from all over the world of sightings of UFO's some even from over one-hundred years ago.

A+ V1949 MORE HD INSTALLERS
This disk contains the latest installers for the following games: ABASE, Arnie 2, ATR, Bump 'n' Burn, Naughty-ones, Rise of the Robots, Sensible World of Soccer, Shadow Fighters, Lion King, MKII_PAFIX, Parasol Stars, Rock'n'Roll, Skimarks 2, Skeleton Krew, Super Stardust, SoftB3, Trolls and Uridium 2.

A+ V1950 ART OF ILLUSION
It includes a wide range of illusions ranging from paralell lines to pictures where you can see two people in them. If you buy the registered version from the author you can even make and display your own illusions.

A+ V1951 DR WHO ANNIVERSARY (5)
Dr Who's 30th Anniversary. It covers most of the episodes and gives you a very detailed description of the series. It starts off with the theme tune to Dr Who which is quite good. it then comes up with an excellent menu system which is very easy to use. On the menu there are at least twenty subjects you can choose from. the only down side of it is that you have keep changing disks.

A+ V1956 STAR TREK GUIDE (A-F)
Consists of six disks and the only way you can run it is if you have a hard drive. There are loads of pictures for you to look at. ranging from the ship to the chracters. The guide is mainly based on scripts from the play for you to read with different storys to keep you enteraned.

A+ V1962 AMIGA CDROM GUIDE
This CDRom Guide has many options to select from. It names nearly all the big PD companys around at present and all the cd's they have produced. It contains names, addresses and telephone numbers for the company's with is quite usefull. If you want an insight to Amiga cd's this is the catalog to get.

A+ V1963 VIRUS WORKSHOP V5.1
This version of Virus Workshop is as good as any of the others or even better. You can check every single file on there own or all together. If it finds a virus it will tell you what it is and exactly what to do to gat rid of it. This is probably the best version of Virus Workshop so far and well worth buying.

A+ V1965 BALLS
Balls is yet another lottery predictor program. It is actually quite good apart from the £5 fee if you want to get the registered version. It can predict random numbers or numbers from pre-entered numbers of upto 72 weeks earlier. A well presented lottery predictor, if your into all the lottery hype get this.

A* V1969 AQUARIUM SIMULATOR
3d Aquarium Simulator (uses MUI2.0). check it out.

DISK PRICES (Minimiun order of 5 disks)

5 Disks	For £10.00	(£2.00 a disk)	+ £1.00 For First Class P&P	£11.00
10 Disks	For £17.00	(£1.70 a disk	+ £1.43 For First Class P&P	£17.43
15 Disks	For £21.00	(£1.40 a disk)	+ £1.43 For First Class P&P	£22.43
20 Disks	For £25.50	(£1.25 a disk)	+ £2.45 For First Class P&P	£27.95
25 Disks	For £30.00	(£1.20 a disk)	+ £2.45 For First Class P&P	£32.45

MAGIC W/B & WORKBENCH

A* V1839 MAGIC WORKBENCH 1.2
A superb utility! completely wipes over all those horrible workbench icons , replacing them with its own versions. It also adds patterns and changes your workbench fonts. The end result is a much more attractive workbench. Easy and safe to install. Looks great!

A+ V1834 MAGIC W/B PALETTE
version of MAGIC W/B palettes 35 total!. Pretty Magic WorkBench icons for Sound & Misc Apps.

A* V1808 ROMAN MWB ICONS 7
New, high quality, standard size, MAGIC W/B2.0 style Icons/Image drawers and other MWB stuff. (AB)

A* V1796 M/U INTERFACE V2.3 (2)
An object oriented system to create and maintain graphical user interfaces. From a programmers point of view, using MUI saves a lot of time and makes life easier.

A* V1786 MAGIC MENU V1.29
Replaces all Intuition menus, supporting both pull down and pop up menus. Menus can be displayed in either the Standard look, or the modern AmigaOS 2.0 style 3D Look, and controlled exclusively using the keyboard.

A* V1747 MAGIC BACKGROUNDS
This package is a patch to MAGIC W/B, the 8 bitplanes XEN Icons have been converted to 3 bitplanes icons which will take less CHIP RAM in your system.

A* V1746 MAGIC W/B BASED ICON
These are the XEN approved down scaled and dot edited MWB Icons for use on non interlaced workbenches with a 1x2 pixel aspect. By Eric van Velthooven

AA V1731 FUNNY B/G & ICONS
72 Backgrounds for MAGIC W/B Very funny. You should at least have had a look at it!

A+ V1729 CREATIVE ICONS V1.0
A sample bunch of Drive icons, Dock icons (usable with e.g. Tool manager or as Tool icons), default icons for use with the what is.library package and more. These are reflecting the style of the Magic Workbench

A+ V1479 NEXT GENERATION WORKBENCH (AB)
Powers up the Workbench photons and ready's your system for the Star Trek experiences. ie sounds, pictures etc. Put together by Gary Burdekin.

AA V1221 (AGA) BLANKERS
Blitz Blaner 1.01 Well, yet another screen blanker. But this one has the following features: AGA compatible.

A+ V1588 MWB EXTRAS 1 (AB)
Many, many icons for the use of MWB 2.0. These icons enhance your workbench by using a special colour scheme and by adding new fonts to your WB as well.

A* V1605 MWB EXTRAS 2 (AB)
all the types of icons for use with Magic Workbench.

A* V1607 MWB EXTRAS 3 (AB)
all the types of icons for use with Magic Workbench.

AA V1021 W/B 3.0 SCREENS
Enhance your workbench disks backgrounds with theses nice full colour pictures.

A+ V0942 SCREEN BLANKERS
A Disk packed with screen blankers which includes Twilight Zone which is quite excellent and the nearest thing to the popular Mac screen saver After dark.

A+ V1512 256 COLOUR ICONS
This disk is full of lovely colourful icons for use in WB3 only as they are 256 colour images. There are draws, tools and project types. Not for children.

A* V1043 SUPER DARK V2.1A
A screen blanker with some special features. It is similar to the After Dark screen blanker in the PC and Mac worlds. Features include a lot of different screen effects, a screen locker, and more.2

A* V1134 TOOL MANAGER V2.1(2)
This part contains LHA archives of the binary files and graphics. Part 2can be found on disk number 873. Tool Manager is a full featured program for either WorkBench or CLI tool management. Includes the ability to add menuitems to the 2.x OToolsO menu, ad

AA V1888 FAVOURITE WORKBENCH BACKDROPS/PATTERNS
43 Backdrops/Pattern. Most of these came from different sources, some I modified a little, or remapped to utilise the 8 colour Magic Workbench Palette.

A+ V1893 MAGIC W/B STYLE ICONS
release of MAGIC W/B style icons & Tool manager animbrushes and image drawers to enhance WB

A* V1894 MISC PATTERNS/MWB
The size of the patterns is 720*566 in 8 colours Standard MWB2.0 palette. The Patterns includes: Landscapes, Stones, Chessboard, and Yoda.

A* V1896 EXTRA INFO V1.0
is a replacement for the Workbench Information function, and adds a great deal of functionality on top.

A+ V1902 MAKE ICONS
Create any kind of icons use default icons use patterns & ALL argument change Default Tool of project icons change icons image. new icons immediately on the WB

A+ V1908 TYPEFACE
is an editor for Amiga bitmap fonts. DOS2.0+ & bgui.library (included) are req. Source (in C) included.

A+ V1917 RO V1.03
is a new intuition controlled, fully user configurable file manager for OS 2.04 and newer. RO's mighty features will assist & help your daily work with your Amiga.

A+ V1929 NEWICONS IN STYLE
This is a set of icons for the NewIcons Package, which contains mainly icons for the standard workbench plus some extras. The icons are drawn in a new style, which you really will love (I hope). Also the brushes for all icons are included, so you can easily create new icons in the same style, or do whatever else you want.

A+ V1964 COLOUR WORKBENCH
Allows you to basically change your workbench screen to purple or whatever colour you fancy. It also changes the font from the usual workbench one to one that is really small. There are icons which allow you to change the one's you already use to some they have. They have also included some backdrops for you to use.

A+ V1968 STAR TREK BACKGROUNDS
Heres some new backgrounds for workbench all based around the Star trek T:N:G series.

EMULATORS

!+ V0817 A500 PLUS EMULATOR
Have amiga 500 and want workbench 2.0 then just install this disk onto your floppy 1.3 version of workbench or your HD for complete WB2 compatibility.

A* V1900 FRODO V1.7
Frodo is a multitasking freeware C64 emulator for the Amiga. OS2.1 and a 68020 (or better) are required, as well as copes of the original C64 ROMs.

A* V1178 KICKSTART 3 EMU
Kickstart 1.3/3.0 emulator and decibel patch program will give you the option to have kickstart 1.3 or 3.x(as used in NEW Amigas) in your Amiga. This is much enhanced over the version that was given away free.

A+ V1336 THE BBC EMULATOR
Contains commands to allow existing files to be transferred from a BBC with DFS by means of a serial cable.

A+ V1659 MSDOS/AMIGADOS V2.3
This is a very interesting utility which should be useful to anyone who uses both PCs and Amigas. The tool allows you to create a directory on which you can store MSDOS commands and then they can be used through the shell as if they were AmigaDos commands. Great.

AA V1868 PC TASK V3.1
is the first and only software 80286 emulator for the Amiga range of computers. Transfer files between your Amiga and MSDOS. Compatible with MS Windows 3+

AA V1931 ZXAM v2.0
The latest Spectrum Emulator available. Basically it allows you to run Spectrum software on your Amiga. Requires the AGA chipset but does require WB3+ and a 68020 CPU or better

A+ V1967 SHAPE SHIFTER v3.0b
Apple Macintosh emultor (very good indeed) also includes new files to update itself to v3.0b

A+ V1939 CBM GAMES 1-10 (10)
On this games disk it contains: Kong, Kratecmp, krazykong and a kung-fu game, B1 Bomber, Bactactar, Biggles and Blue Moon, Captured, Cauldron, Cave Fight and a classic game called Clowns, Dandy, Dan-Dare, Darkstar and Dark Towers, Eagles, Eagle-Nest, Erik The Viking and Explorer, Firelord, Flintstones, Flash Gordon and Frontline. Hacker 2, Hawkeye, Hellgate and Hercules, Ice Hockey, Impossible Mission 2, and Indina Jones 3, Jacknipp, Jetpac, JollyRoger and Judge Dread, Aliens, Abadon, Acell and Accoaces. (10 Disks)

OFFICE & PRINT

A+ V0575 HOME BUSINESS PACK (6)
QED, Text editor. Text Plus 2.2E, Word Processor. AZSpell, Spell Checker & Dictionary. BBase, A Database program. DATA EASY, Another database. BizCalc, Loan calc. LCD, Calc. SPREAD, Spreadsheet. Budget, Personal Finance. UNITS, Various conversions. CLERK, Small business accounts. SUPERDUPER, FLASHERCOPY, Copier's. TYPIST, Typing Tutor. BOOTX, Virus Killer. SYSINFO, System analyser. DOSMANAGER, Directory program. FONTLIST, FONT MANAGER, Utilities. PRINT STUDIO, Printing Tools. (6 disks)

A+ V1114 PRINT LABELS UTLS
Includes various programs like DOC DUMP v2.1, ENVELOPE PRINT v1.20, INLAY MAKER v1.4, MC MASTER v1.1, BANNER v1.0, LABEL PRINT

A+ V1279 PRINT A CARD
Want to print a business card or any other type of card then this is the software for you.

A+ V1222 PANASONIC STUDIO
The PanaPlus driver is a software for controlling printers with the Commodore Amiga personal computer.

A+ V1236 INVOICE PRINTER
invoice printing that we help aid any small business.

A+ V0928 LITTLE OFFICE
Its the all rounder do everything, all knowing, all seeing?? Well lets just say its very good.

A+ V1179 FILE-O-FAX
was designed to enable computer operators to be able to work at their leisure without worrying about forgetting those important meetings,what they had to do on any particular day or locating business colleagues tele no's.

A+ V1467 AWARD CONSTRUCT
A very handy tool for creating your very own awards and certificates. There are many styles, fonts and graphics to choose from. could also be used to make small posters, signs or leaflets. Easy to use and very effective.

A+ V1069 PRINTER DRIVERS HP
Deskjet 550 colour driver, Deskjet 500, Deskjet 500c, Ricoh HP1200 400dpi, Canon LBP, Canon BJ300, BJ130, BJ10e, Canon 48, Canon PJ 1080a, HP Paintjet.

A+ V1278 MAIL-O-DEX
An excellent way to keep names, addresses, Phone numbers, comments etc and then print out labels loads of them in 1,2,3 and 4 columns.

A+ V1044 FANCY PRINTING
BANNER v1.4, GRAPH PAPER v1.2, DISK PRINT

A+ V1357 CITIZEN MANAGER
The Citizen Print Manager has been designed in conjunction with Irseesoft.

A* V1051 EASY CALC PLUS
is a spreadsheet designed to be both easy to use and fast. If the program looks nice, that wouldn't to be bad either. Unlike other software where the author writes the program first, then bolts on a help system, I have designed the help into the program from the beginning.

A+ V1184 AMIGA DIARY
Amiga Diary is a mouse driven diary capable of storing all personal events and the perfect solution to all those forgotten birthdays, missed appointments etc.

A+ V0366 600 BUSINESS LETTERS
Over 600 Standard business letters on this disk. Can be used as they are or insert parts into your own letters

A+ V0782 FORMS UNLIMITED
Designed to help you design and print different forms. There are a wide number of options and controls which allow you to draw simple boxes, lines, etc in order to create forms for many different purposes. Good.

A+ V0390 AMIGA FOX DTP
The first amiga PD Desk Top Publishing program. Excludes various extra features over the old Word processor, Test Editor, Graphics editor and loads more.

A+ V1680 AWARD MAKER 2
This is a very good tool for the creation and printing of Awards and certificates. There are hundreds of types to choose from then you can choose a font a border and also some of the text etc. Very good results.

A+ V1751 PRINTER DRIVERS
CANON600 v2.0, EPSON FX 850 v1.0 & LX 800, HP4DRIVER v35.8, HP4LSETTER v2.01

A+ V1858 DB V2.5
Small/fast database program that I wrote after having tested numerous other PD database programs and always found something lacking or irritating me. They might have dozens of features not found in db, but they lacked font sensitivity and a standard GUI look & 3.0

A+ V1862 INVOICE DATABASE V2
Intra is a rather simple, but therefore easy to use database program that was especially designed to deal with invoice information. Everybody, as we like it.

A+ V1865 LEGAL FORM GENERATR
Generates custom do it yourself legal forms. Database includes forms useful for EVERYONE, plus specialised forms for real estate, small businesses, landlords, employers, etc. Can save you THOUSANDS.

3D & GRAPHICS

A+ V1247 TEXTURE MAPS (ABC)
A collection of textures for use with the any program that will take high res textures.

AA V1554 IMAGINE BUDDY (AB)
Here's some features of the new interface: Draggable and Sizeable text and index windows - Button Gadgets for the Search and Move functions Improved Searching The text is now positioned at matching hypertext links and all matches are highlighted for visibility.

A* V1229 MAIN ACTOR V1.53
This is an all round animation utility that will create, playback, time and edit animations of any length or format (including graphics cards). Very good. (AB)

A* V1811 IMAGESTUDIO V2.0 (AB)
is written for the casual graphics user who wishes to convert or manipulate various graphics formats on a modest Amiga system. There are several commercial offerings available, however the casual user is paying a lot of money for many facilities and options they would probably never use.

A+ V1886 DUST SPHERICAL WAVES
This package demonstrates one of the new Dust features: spherical 3D waves. The source object, the Dust script and the animation (60 frames) are included.

A+ V1887 FACE MAP
Using a scanned photo of a face as a brushmap for a human head object. The object is somebodies head, definitely not the same head as the brushmap, that somebody digitized and turned into an Imagine object.

A+ V1889 3D OBJECTS FOR LIGHTWAVE WITH BITMAPS
486 module, Airbrush, Artbrush, Candle, Candleflame, CDreal!, chainring, laserprinter, laser printer tray, Paper tray for laser printer, monitor1960, padlock, phonepole, skydome, streetlight, streetlightbeam.

A* V1891 IMAGEDESK V1.6
is a program to catalog picture directories by generating small representants of the pictures, so called thumbnails.

A* V1906 PHOTOCD ACCESS
PcdGui is a GUI for accessing PhotoCD's. You may view PCDfiles, save PCDfiles as PPM, JPEG, IFF (24bit, HAM8, HAM6, ...), do a slideshow.

A+ V1907 POVRAY RAYTRACER
Renders in a window on a public screen (even Workbench) with colour sharing, simple HAM/HAM8 support autodetects Cybergfx Screen and renders in direct Colour (15/16/24Bit) if possible.

AA V1911 PHOTOGENICS V1.2D
save disabled image size & file format limited of the final package. More importantly, you can play with the package to try out the new features and get a feel for it.

A+ V1916 XFIG V1.2
This is an Amiga port of an X11 structured drawing tool that lets the user interactiely create and manipulate on objects such as lines/circles rectangles/splines/text and other elements. Xfig can produce output in several different formats: Encapsulated PostScript, IBMGL (HP/GL), Pic, PiCTeX, LaTeX, box, epic, eepic, eepicemu, textyl, tpic, X11 Bitmap, X11 Pixmap and gif.

A+ V1922 REAL 3D V2.X OBJECTS
Objects are pretty large in size, especially the 4 cylinder engine, you might run out of memory pretty fast. My Amiga 4000EC30 + FPU is now equipped with 18MB RAM, and I can now raytrace all of my objects.

A+ V1925 SPACEDOCK STATION
* 1.3Mb, so you'll need a healthy chunk of memory. * No Slicing was used in modelling, to keep things as small as possible. * Space Doors open using the new States function. * Marquee of Space Door lights.

COMMS

Why not check out our BBS support lines (0181) 6655620 call The MYTH & MAGIC BBS Today.

A+ V1745 TERM V4.2 [030]
latest version of this very well known comms terminal program. Version 4 has even more features and although it is not for beginners it is probably the best available.

A+ V0979 NCOMM V3.0
Is a comms program based on Comm v1.34 with lots of very nice enhancements. Has new functions over v2.0

A* V1722 AMIGA TO PSION S3/A
is a implementation of the Psion link protocol which is e.g. built into the Psion S3/S3a ROM. It's main purpose is to provide vice versa nfs like file access.

A* V1852 FINALFAX 95
This is one of those arexx macros which are very handy for automating the more tedious jobs on your Amiga. This one allows you to select options for GPFax from within Final Writer. That means that there is no need to switch from Final Writer to Workbench.

EDUCATION

A+ V1079 KEYBOARD TRAINER
This program only concentrates on basic keyboard skills, and is in effect, still a Beta Version, I think you will find it a vast improvement on most so called tutors.

A+ V0793 AMIGA BEGINNER
You asked for it! A tutorial for the beginner on using your amiga! Covers the CLI and Workbench, its great for learning about the Amiga. Also contains numerous beautiful 16 colour icons for WB v2.04.

A+ V1845 DPAINT 4 BUDDY (AB)
Will teach you how to use Dpaint 4. It works by running along side the well known paint package providing hands on demonstrations of the various features. It is a very good way of learning a program so you want to learn DPaint then this System is one of the best ways.

AA V1840 WEATHER GUIDE (ABC)
Educational tool. This three disk set tells you just about everything you would want to know (and more) about the different weather cycles, climates, atmospherical systems etc etc. Guide comes in the form of a point & click with animated diagrams, texts and pics

AA V1843 THE TRAVEL GUIDE (AB)
Thinking of going abroad for your holidays. It consists of a map of the world which you can click on to select a particular region. There is a lot of detailed information about virtually every country in the world.

A+ V1881 AMIGATRAINER
very powerful & flexible program to learn foreign languages. You enter the words yourself, so they aren't related to any special language, school or book, every word there are 2 additions to enter.

AA V1897 GEOGRAPHICAL ATLAS
AmiGlobe is a geographical atlas that allows you to navigate in the world map, zooming everywhere, get country data, etc. Requires 2Mb of RAM. (AB)

MUSIC

A+ V1269 THE OCTAMED TUTOR
Welcome to the Octamed Tutor, a simple guide through the basics of this excellent music program.

A+ V1207 OCTASTUFF
Welcome to OctaStuff, a disk based around work with OctaMED 3 and 4.

A+ V1882 ART OF NOISE TRACKER
NEW tracker, NO ProTracker Clone!, 8 channels, fm synthesis, drum sequencer, wave table synthesis.

A+ V1904 MUSIC MANI V2.12
is a database program that manages ALL your CDs, MCs, LPs and Singles in a VERY comfortable way!

A+ V1913 SOUND CONVERTER
A new sound effect,sample converter,sample generator software with : more than 50 effects converts many formats (IFF 8SVX,IFF 16SV,RAW,RIFF WAV,VOC, SUN/NEXT,AIFF/AIFC,...) * you can work with many samples (every sample has it's own sizeable window).

TIPs, CHEATS & RELATED

A+ V1416 EYE OF THE BEHOLDERS
This disk contains a selection of utilities and software for Eye of the Beholder II, like end of level saved game file, Eye of Beholder 2 special quests explanation, EOB2 Character Editor, Eye of the Beholder Solution, GIF pictures of all 12 levels in Eye of the Beholder.

A+ V1363 RPG. ASSISTANT
AD&D play time dungeon master's assistant. The version you see here is a pre release of the program in AmigaBASIC. Right now it will take characters in a text file and load them in to be displayed at will. It also rolls dice and has a handy dandy encounter screen that will keep track of monsters & their current HPs

AA V1687 (AGA) FIXES VOL 1
This program disk will help AGA machine users get some added compatibility out of their older software. Don't forget many supposedly incompatible programs will work on the AGA machines by suitable adjustment of the boot options. (Hold down both mouse buttons).

A+ V1688 F1GP ED V2.04
This version of F1GP Ed will work on any version of F1GP, including the A600 WWW version which was not supported in V2.03 because of a bug. F1GP Ed allows the user to customise their copy of F1GP. Here is a brief selection of the features that F1GP Ed offers:

A+ V1709 HINTS & CHEATS
ACHEATS, Amiga game cheats by Postcard Man. AMI_CHEAT, cheats, level codes, backdoors to 453 Games. CATACOMB_MAP, A map for the brilliant game Catacomb. FRONTIERHINTS, Hints and Tricks for Frontier Elite II. GCHEATS, Sega Genesis cheats by Postcard Man. SCHEATS, Super NES cheats by Postcard Man. VALHALLA, Walkthrough for Valhalla. WIZBALL, Little file containing level.

A+ V1773 ACTION REPLAY CHEAT
This disk has on it a text file which contains loads of codes for those people who have action replay devices. There are cheats for hundreds of games. Good.

A+ V1848 DIY REKO
This disk has on it an Arexx macro which, when used in conjunction with ImageFX, will make reko cardsets for Klondike AGA almost automatically. Also included is a detailed Amiga Guide document explaining everything.

A+ V1662 HD GAMES INSTALLER 2
Contains a variety of hard disk installer's for a few well known commercial games. These games are as follows: AlienBreed 2 AGA, Jungle Strike, Assassin (Special Edition), Body Blows, Goal, Ishar 2, Zool 2 AGA, Ruff and Tumble, Body Blows 2 AGA, StarDust, Super Frog, Walker, Rise of the Robots, Bubble and Squeak, ElfMania, Aladdin AGA and Motal Kombat 2. Great.

A+ V1468 GAMES HD INSTALL
This disk provides you with the software needed to install certain games onto your A1200. The games that this disk can install are BodyBlows, Goal, Lemmings 2, Superfrog, and Walker. Could be very useful.

A* V1801 VIRTUAL WORLD V1.017
is a new adventure creation system which allows users to easily create large text and graphic adventures.

A+ V1867 FINAL WRITER 3 PATCH
This patch speeds up Final Writer 3.0 on all 68020/30/40 machines, things like font rendering and internal arithmetic will be up to 400% faster!

A+ V1885 NEW HD INSTALL
Hard Drive Install scripts for 3 games. Beneath a steel sky Flashback King's Quest VI. New updated version (small bugs fixed from last version).

A+ V1927 875 GAME CHEATS
The file includes text format split into two files and an Amiga guide format also split into two parts.

VIDEO

A+ V1196 DESKTOP VIDEO
Dot Matrix Stroller, Is a video titling program intended for use in adding scrolling captions to video's. Flood Effect loads an IFF picture and displays it with a Oflood effectO so that it floods the screen.

A+ V1418 THE COMPLETE VIDEO TEST SYSTEM (AB)
is a collection of 20 test patterns (displayable with any IFF animation viewer) that can be used to evaluate monitors, TV sets, VCRs, and other NTSC video equipment. CVTS is easy to use, with the documentation presented in clear, non technical language. The tests are unique.

A* V1156 VIDEO TITLER
Generates professional looking TV titles and credits for your own video's.Outstanding abilities are very smooth scrolling, colour slides (AGA support)and usage of colour fonts. Limited demo version only.

GAMES

AA 4431 BEST AGA TETRIS
Best pentamino tetris. graphics, musics, 100% assembler

A+ 4434 BLACKDAWN v2.1
3-level Dungeon Master style Alien Breed:- charge around the maze levels, shoot lots of aliens, find the lift & move on. but do it in 1st person perspective view.

A+ 4442 SCORCHED TANKS V1.85
The awesome artillery tank game. This one contains loads of goodies like 70 weapons and 13 shield types as well as new goodies.

AA 4449 PSSST
This is a 1990's version of the old Spectrum Classic PSSST Main features include: - 256 Colours. - Real Time frame rate. - No C code !!!! (I Hate C) - Nice end of game sequence. - Three Levels of play (Slow, Normal, TURBO NUTTER), No Spam.

A+ 4451 LAST LAP
is a car game for one or two players. It is excellent in two player mode. There are about 10+ different tracks for you to race around. Some of them are quite easy at the start but as you go on they get a lot harder. On the tracks they have these squares which if you drive over it shoots you on even faster they you are already going.

A+ 4452 SPELL TRIS
Tetris style game but the main difference is you use letters instead of just shapes.

A+ 4454 BATTLE TRUCKS
is a one or two player game in which you choose your own truck and then buy it. You can add nitros, new motors or even buy a brand new truck with your winnings from your races.

AA 4457 SCREECH V1.5
This demo ame offers you the oppurtunity to run anything smaller than your car over! Improved graphics are on the way (whoopee!). Req 020's with 1MB chip ram and .5MB fast ram or 030's with 1MB chip ram or 700kb chip ram and 300 kb fast RAM.

A+ 4459 SUPER EARTH DEFENSE V1.5
is a classical shooting game.

A+ 4462 XASTEROIDS
This is a 'port' of xasteroids, an X11 application. No X11 server (DaggeX or others) is needed to run the program! This program is using libX11 by Terje Pedersen! You don't need this either since it is a link library that is compiled into the binary.

A+ 4463 BOULDERDASH 64
A complete OS-friendly (multitasking) Boulder-Dash with C64 graphics and sounds. 68020+, AGA only (DMNTSC required), KS V39, asl.library, powerpacker.library. Smooth scrolling 1275(!) original C64 levels+sounds. Cheats, Joystick and keyboard control. User definable games and levels, two player game.

A+ 4464 BREAKIN' BRIKS V1.0
Great version of the very cool Breakout type game. For AGA Amigas only. Works with 2Mb CHIP memory! - Improved performance with FAST mem. Great GFX.

A+ 4465 CHAMPIONSHIP MANAGER EDITOR V2.4 68020+
This is the first public release of Championship Manager Editor (CmEd). It was written because we had played the game to death and were looking for a way of putting some interest back into game.

AA 4466 DPACMAN AGA
15 levels and 5 bonus levels. The registered version has 50 levels and 15 bonus levels and extra gfx and other improvements. Features: Can use external Protracker modules and XPK for packed modules.

A+ 4467 JOUSTER 3
If you haven't heard of the good old favorite, Joust, then you're a pretty young or fairly old dude. :) Anyway, this game brings Joust to the Amiga and also has improvements such as powerups, etc. You can even have a pterydactyl as a steed. For 1 or 2 players. Check it out.

A+ 4468 PATCH LEMMINGS 2 TO RUN FROM HD
Patch to allow Lemmings2 to run from hard drive.

A+ 4469 CRITICAL HIT
is a highly detailed fantasy combat game, which re-creates tabletop war gaming on the Amiga (requires 1 MB RAM). A strategic war game with excellent graphics, 3 D landscapes and a wide variety of fantasy combat figures and scenery - Campaign and map designer.

A+ 4470 PANIC SOCIETY V1.1
Hillery & her friends have taken total control of the world. as one of some 10 million people left, scheduled for transfering to the country of your origin. But, someone has tampered with your environmental control causing you to awaken from a mind controlled state.

A+ 4471 BRATWURST
A Roketz-like game for two to four players. Automatic zoom keeps all players in view in the least possible area, vector graphics.

A+ 4472 CULTURE TANK
A single screen tank combat game with up to 6 tanks, which may be human or computer controlled. Team or all-against-all modes. 3 types of weapon including missiles and flamethrowers.

A+ 4473 TURBO LIGHT CYCLES
3 player 'Tron' game, with editor. By Vaughan Roberts

A+ 4477 WIZZYS QUEST
is the best PD platform/puzzle game I have EVER played, so despite its bugginess (see below) I thought I'd upload it to Aminet. Wizzys Quest has 50 levels, getting progressively harder.

A+ 4478 BIACCOARCHIVE! V1.0
Nibbler arcade clone by Maurizio Facca.

A+ 4479 BOB THE AMAZING LEMON
Amazing Pac Man clone which features a level editor, changeable music and many different wall and floor types including appearing walls, ice and water.

A+ 4484 REBELLION
is a very good shoot em up. You are a little spaceship which travells around space trying to pick up little aliens and destroying all the missles that are coming at you.

A+ 4485 LEGEND POUNDS ISLAND
Here we have an adventure game. Half graphical, half text based this game is played almost entirely using the mouse. There are no sprites, just backdrops with objects to examine or use

A+ 4486 MASH
An excellent game. You choose to control either a Spud (a potato on legs!) or a Tank. You then need to tackle a whole load of obstacles in order to get the enemy on the other side. Great graphics, great sound an allround classy game. Superb.

A+ 4488 PSYCHEUAL
An Alien Breed clone. You are a bloke with a machine gun who has to run about each level shooting other people and aliens. The level graphics are good and show a lot of detail plus the gameplay is not too easy either.

NEW UTILITIES

A* V1981 SOND BOX V1.97
This tool converts RAW, IFF, VOC, WAVE, AIFF, MAUD and Maestro samples into each other format. Additionally, some effects are available to e.g. optimize the sample or amplify it to maximum volume.

A+ V1982 SCOUT V2.1
Scout is a tool that allows you to monitor your computer system. It displays many different things like tasks, ports, assigns, expansion boards, resident commands, interrupts, etc.

A+ V1983 DOPUS UTILS 2
This is the second selection of utilities for use with the most popular Amiga Disk utility Directory Opus.

A+ V1988 DUNGEON MAPPER V0.3
This is the first version of something called Dungeon Mapper. It will work on Workbench 2+. It allows you to design your own maps for games like Dungeons and Dragons which can be very usefull. It also has Tetris on it if you boot it from Workbench.

A+ V1989 TELEPHONE BOOK V3.2
This is simply a program that allows you to type in all your mates phone numbers, names and address and store them in al smart little database. It can come in very usefull if you have a hard drive.

A+ V1990 GAS TRICK 2
This is the follow up to the first one but a bit better. It is exactly the same as the first one but the default values can be reconfigured at any time, the keyboard now has full function and the mouse clicking part is improved.

A+ V1991 END OF TIME & SPACE
This disk contains four music modules. The first two are quite good but the second two are not that good. If you are into this sort of thing this is worth getting, but otherwise it's not that good.

A+ V1992 BANK MANAGER V1.4.2
The latest version of Bank Manager has all the same features as the other versions. If you have already got any of the other copies this is just an update. It allows you to type in all your accounts & bank details you need.

A+ V1993 PH KARAOKE
This disk if you already hadn't guessed is a karaoke disk that allows you to play your favourite songs with the words coming on the screen awell. This is quite a good and adictive utility.

A+ V1994 CHEATS COMPILATION
This disk is a demo which gives you a taster of what you can have if you buy the regestered version. The demo gives you a choice of about 15 games to chose from. 'T

A+ V1995 BEGINNERS TYPING TUTOR
This is by far the best typing tutor for years I have seen on the Amiga. It is worth every single penny. It consists of two games, one is called the letter game and the other one is called the word game. On the word game you have to type a word in before the timer runs out. A must for all typers.

A+ V1996 PRO-GAMBLE V2.1
This is a great piece of software for those of you who wish to gamble. You simply enter which daily news/race paper you are reading then it asks a number of questions relevant to that paper. Once all the race information has been put in you can go ahead and check the estimated results etc.. Very good indeed

A+ V1997 LOTTERY PREDICTOR
Another lottery prediction system. This latest addition has a few added advantages over the other available. For a start this one uses intuition fully so it multitasks and it uses only a small window on your workbench. Also it looks very nice!. The added touch of the lottery symbol makes all the difference. The best lottery predictor yet.

A+ V1998 AMIGADOS GUIDE V1.5
A very handy program for those who want to learn more about Amiga DOS or those who simply want an easy reference for commands etc.. The program consists of an easy to use point and click system with a index.

A+ V1999 COP THE LOT PRO
Yet another lottery program. This one will only generate random numbers, there is no option to actually make any sort of calculated prediction. There is also a Numbers drawn database and a My guesses database to help you keep a record of the numbers you have been choosing.

A+ V2000 BACK DOOR V6.0
This is the latest version of this now quite well known game cheat database. There are cheats and tips for hundreds of different games including a lot of recent titles. There are even long entries for games such as Dune II, which is a tactical game, detailling good methods of play

A+ V2001 NATIONAL LOTTERY
This program is more than just a random number generator. It uses uses a special History formula with Chaos Theory to produce a more accurate prediction.

A+ V2002 MULTI-PRED
This is a program that will attempt to correctly predict the results of many different games and betting systems. These would include the national lottery, pools and more. Quite a complex program to setup. Good.

A+ V2003 REM DATE V2.0
Rem Date is a calender, reminder and filerofax all in one. I found it quite good to use and would definetly buy the registered version which is availble from the author.

A+ V2004 LOCKUP V4.0
is the newest version of the old utility Lockup which basically allows you to Lockup your hard drive with a password to enter and get it going again.

COMING SOON
Hottest 6 CDROM

ORDERING INFORMATION

PD & SHAREWARE
The disks contained within this advert are Public Domain or shareware unless otherwise stated. Please remember that the cost you pay us is only for the dublication and handling costs incurred, not for the programs contained on the disks and that the programs are not free they are shareware. If you like it register it. Some programs are cut-down version of the full programs or time related demo version or freeware.

POST YOUR ORDERS
You can of course send your orders to either of our address, but please try and use the 1 Bryant Avenue Address, and for cdroms you can also check you local dealers. Simply write down the disk numbers you want and enclosed a cheque, postal orders of a card number with expiry date (switch with issue number) and sent the order off. all orders recieved will be sent within 24 hours of dispatch.

HOW TO PAY & ORDER
Please make cheques, Euro cheques, and postal orders out to PDSOFT. There is a minium order of £10.00 on all types of orders. Overseas cheques drawn on a uk bank only please. Cleared orders sent same day, pre-ordered its send on its day of release. Airmail please add £2 for EEC and £4 for the rest of the world.

HOW TO COLLECT
PDSOFT OFFICE ADDRESS:
Unit 2, 6-8 Durham Road, Southend-on-Sea, ESSEX, SS1 2YSD, UK

CODE REFERENCES
A+ Works on all machines.
A* Requires Workbench 2.0 or above
AA Requires Workbench 3.0 or above
(ABC) Product has ABC disk (ie, three)

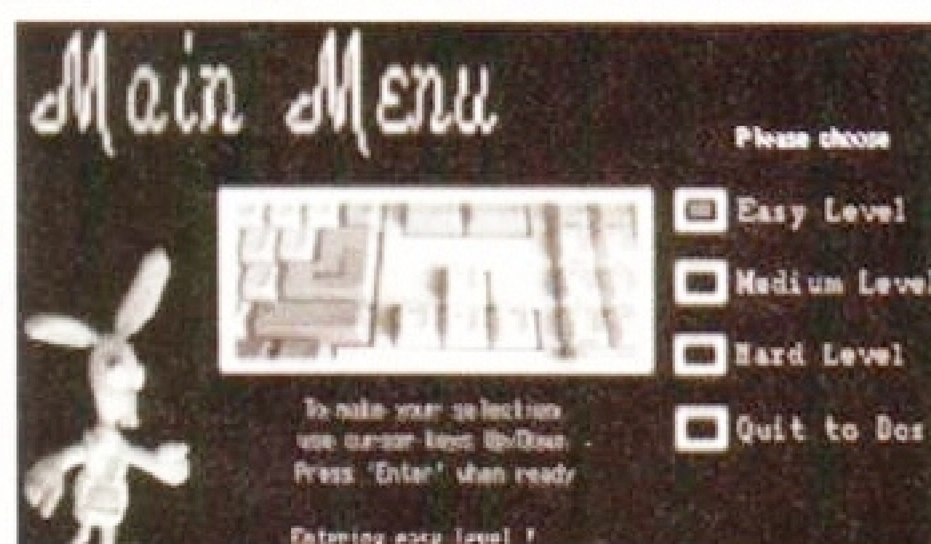
Every month Steve McGill goes through mountains of PD disks and every month he is amazed by just how good some of them are.

PD Select



TYPING DEMON: Ever despaired that you're never going to get out of the habit of typing with two fingers while looking at the keys? Despair no further, help is at hand.





TYPING DEMON:
ABOVE: Crazy sentences abound with *Typing Tutor*.
LEFT: There are three levels of difficulty in all.

TYPING DEMON

UTILITY

By	*Digitfreaks*
Ware	*Shareware*
PD Library	*Kew II*
No of Disks	*One*
Price	*£1.50 inc p&p*

With the placement of *Wordworth 4SE* in the new Amiga Magic bundle, many users will find this little touch-typing utility from Digitfreaks a tad useful. I say a tad, because it's far from comprehensive in scope and doesn't teach good keyboarding practice.

Rather than go through the mundane, tedious, methodical process of working on each finger and the keys associated with that individual digit, *Typing Demon* throws random, nonsensical sentences at the user which they're then expected to type back parrot fashion.

The number of sentences is user-elected. The program informs the typist after each sentence if they got it right. Finally, when the typist finishes the allotted sentence number, the program summarises the performance – the time taken to complete the exercise, the number of words typed per minute, the number of correctly and incorrectly typed sentences.

From the results, the users can decide whether to practice more to label themselves touch typists.

PUSH AND PULL

GAME

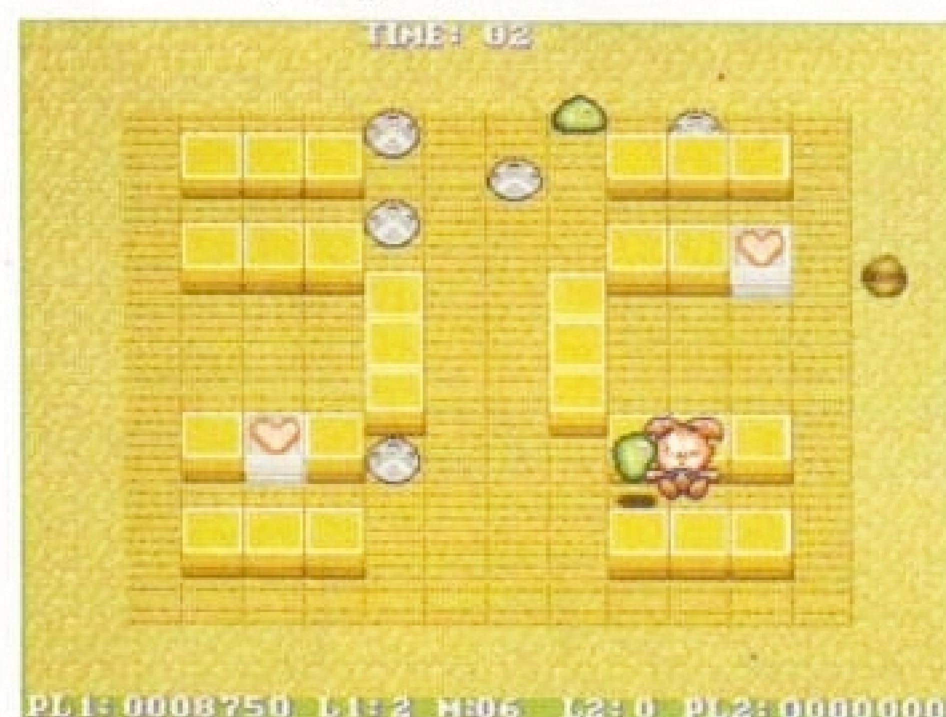
Ware	*Licenceware*
By	*Amonn Philipps*
PD House	*F1 Licenceware*
No of Disks	*One*
Price	*£3.99 plus 50p p&p*

As cutesy, one-screen-at-a-time arcade runabouts go, *Push And Pull* is a winner. The basic premise is simple – run around a variable sized maze with a rabbit, avoid monsters, push blocks over said monsters until all the

Continued overleaf ➡



PUSH AND PULL:
ABOVE: Jimmy Sommerville against Flopsy. Yesterday.
BELOW: Rogues Gallery of Creatures to meet.



PUSH AND PULL: Fans of cute little bunny rabbits and cute woodland creatures will warm to this game.

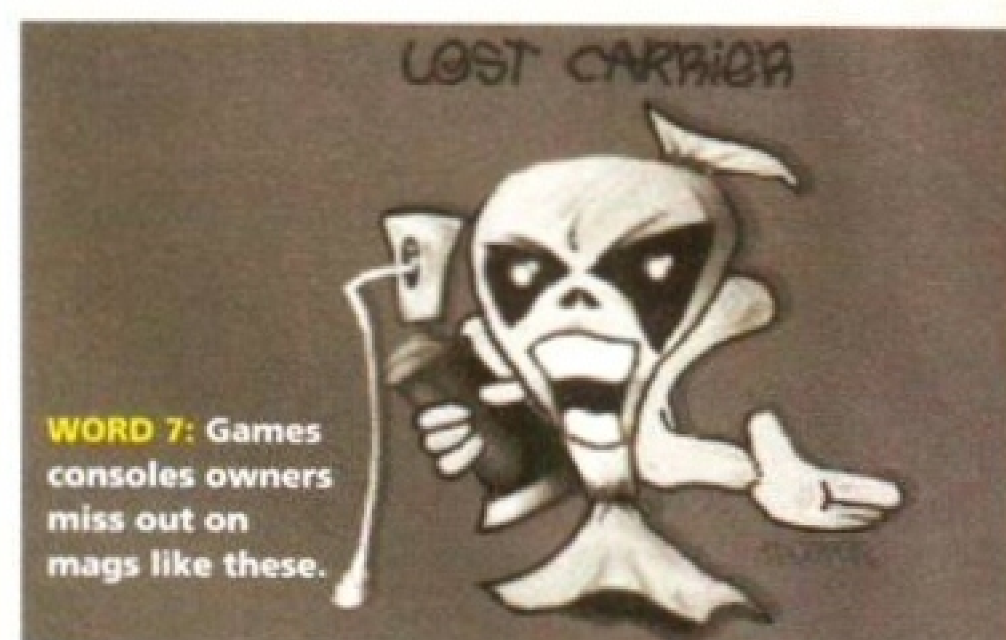


PUSH AND PULL: Bonus blocks with special powers help you in the quest to gain the highest score.



don't get all scared...
BOOMIN' ECK!
ORGANIC FEATURES
1 OR 2 PLAYER ACTION
LOUD SOUND EFFECTS
KEWL TUNES
LITTLE LEGO BLOKES
EVIL ANIMATED GHOSTS
30 DIFFICULT MAZES
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YOU CAN GET IT NOW FOR ONLY £5 (INC P+P)
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GET THE GAME HERE:
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EX33 1JZ

WORD 7: There are adverts in the *Word* magazine, but you can opt to ignore them if you want. Most of them, however, are useful pointers towards organisations that can help you out.



WORD 7: Games consoles owners miss out on mags like these.



WORD 7: Access to the various articles is achieved using either the mouse or the keyboard. Very easy to use.


WORD 7: The circuit diagram needed to help blow up the world of commerce.

monsters are dead. To avoid complacency, there's a clock ticking.

The maze itself consists of the blocks used to kill the monsters. Part of the skill lies in being in the right place at the right time. Unused time units translate into points and give the rabbit a longer time to pick up bonus icons in the form of bananas, bars of chocolate, sweets, etc.

And, as if that wasn't enough, some of the blocks offer power-ups to assist the bunny in his monster thwarting exploits. In all, an amusing romp that can be enhanced with the inclusion of a friend – another cutesy woodland creature who'd probably look better partnering some mashed potato and carrots.

WORD 7

DISK MAG

By	*NFA*
Ware	*Freeware*
PD House	*Saddletramps PD*
No of Disks	*Two*
Price	*95p per disk*

In ancient Rome the Forum provided a space for citizens to come together and share their views on life, politics, and love.

It also gave them somewhere to hang around on a Saturday until football was invented. Nowadays, the Forum is a cafe just down the road from Kilmarnock Football Club which sells excellent ice-cream. Nobody talks about the Amiga there.

Step up the disk mags with their cyber-Forum philosophy and techno literate execution. The *Word* is one of the more readable mags currently active on the scene.

Mostly devoid of humour, the *Word* makes up for it in the interest and subversion department.

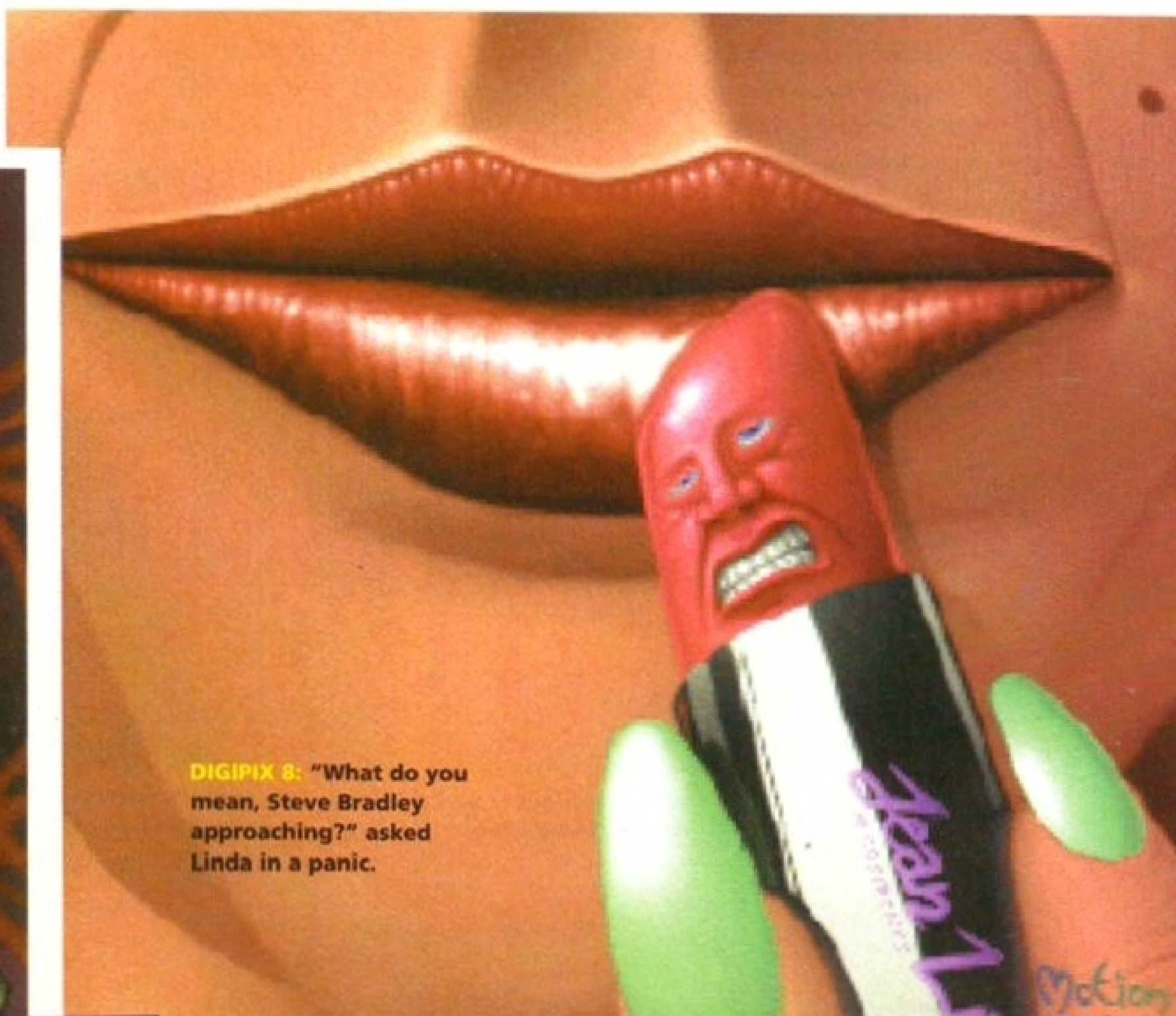
Some of the features cover material that, if printed, would witness the disgrace of *Format* and see us taken off the shelves of WH Smiths immediately.

We, after all, have to labour under the shackles of journalistic responsibility and cultural morality. Disk mags don't.

And that's why it's always worth checking them out. Aside from the feeling that you're sharing in something dangerous and a bit naughty, it's also comforting to know that large corporations have to constantly be on their guard against the small guys from disk mags such as the *Word*. Hurrah.

DIGIPIX 8: Titled *Generotica*, this image would look good in any old hippy's bedroom.




DIGIPIX 8: "What do you mean, Steve Bradley approaching?" asked Linda in a panic.

PD Selection of the month

PRO-FOOTBALL

UTILITY

By ______ *Ali Prior*
Ware ______ *Shareware*
PD Library ______ *17Bit*
No of Disks ______ *Two*
Price ______ *Depends on Library*

OK. I'll admit it. Betting is bad. It breaks up families. It exacerbates poverty. It encourages crime. It disrupts education. It takes money away from charities. And it causes an untold amount of suffering and misery all round the country.

But, on the positive side, it's fun. It's exciting. Lots of horses, dogs and numerous other creatures, including humans, get to run around fields and tracks due to the revenues generated. And, hey, anyone who's ever been to a race track should have realised by now just how beautiful horses in full flight racing against each other can be.

So, tenuous justification for a dubious practice aside, on to this month's gambling program from Ali Prior.

Called *Pro-Football*, it helps punters with Pools predictions. That is, the user inputs all of the upcoming football fixtures and the program predicts which matches it thinks are most likely to be drawn.

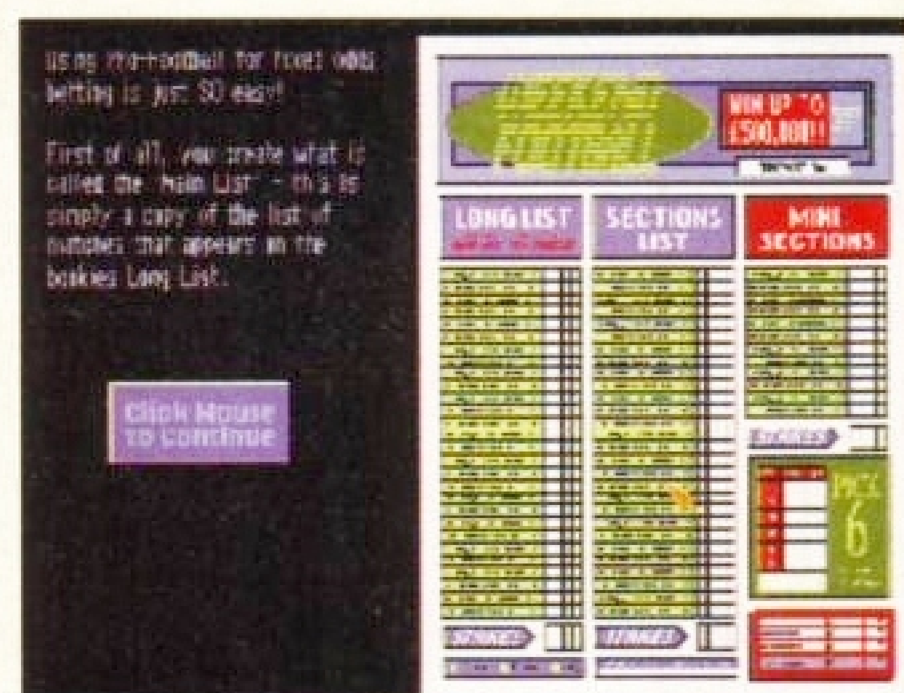
Get seven or eight of these predictions right and you can win pots of money. Therefore, the more useful help you receive, the better. *Pro-Football* provides a multitude of assistance. More importantly, the predictions are believable and consistent.

And that's not all the program does. It'll also predict the results of fixtures from a fixed odds coupon. This bit is the most fun. There's no harm I can see in putting a 50p stake on four or five teams each Saturday. If you lose, what's 50p? If you win, that's your arcade/pharmaceutical/beer money for the weekend taken care of. So, hurrah.

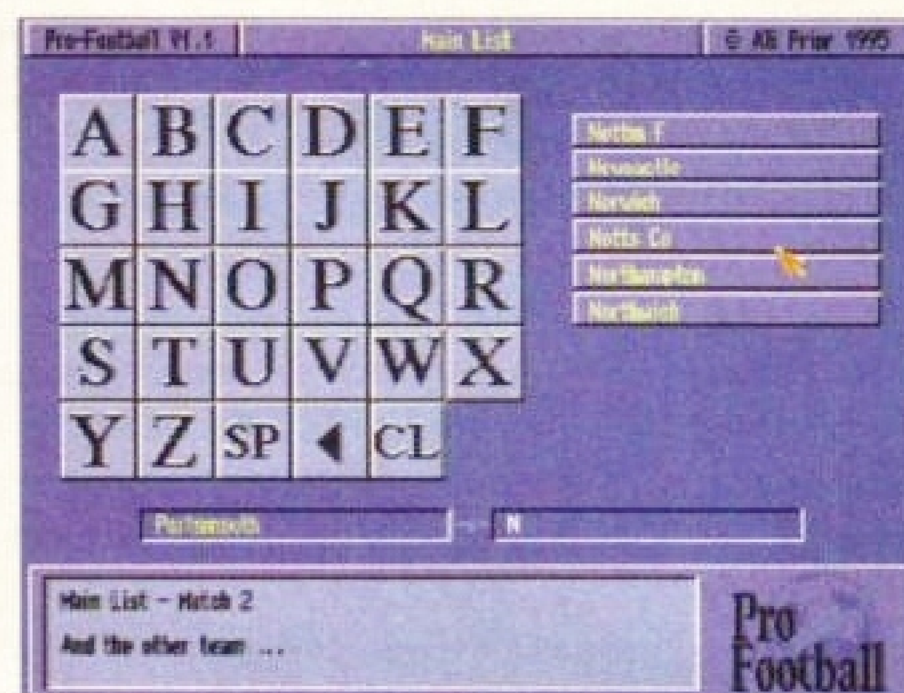
In practical tests using the fixed odds option about three quarters of the predictions turned up trumps. The real skill comes from the user's judgement of the program's forecasts.

Ali claims that by updating all results, either midweek or Saturday fixtures, the program becomes even more accurate. I'll report on that at a later date.

As for the program – recommended to everyone who's interested in following footballing trends and form, even if you don't want to bet on the predictions.



Pro-Football helps the discerning punter in their choice of football results. Fixed odds or Pools.



Three button presses enter just about any team, but it can usually be done in two.



The likelihood and strength of the result prediction is displayed by the number of balls on the display.

DIGIPIX 8

SLIDESHOW

By ______ *Pixel Digital*
Ware ______ *Freeware*
PD Library ______ *Pixel Digital*
No of Disks ______ *Two*
Price ______ *£1 per disk plus 50p p&p*

One of the best things about laying out the PD Select pages in *AF* is that when a selection of useful, but dull-looking programs come along, you can just about guarantee that there will be a demo or a slideshow to help spruce the pages up.

Digipix 8 isn't quite a demo or a slideshow. It's more of a compiled collection of images trawled from the Net, BBSs, and CD-ROMs. As such, the charge for the disks and postage seems a bit severe for 13 images.

You could get a copy of *Select* or *Empire* for that. And they're full of pretty, less expensive images.

Nevertheless, the picture-quality is of a high standard – they're in a GIF format and you can use them and abuse them as you see fit. Hurrah!



DIGIPIX 8: I bet you she drinks Carling Black Label.



DIGIPIX 8: No question about it, the graphic talent that abounds in the Amiga scene is one in the eye to the PC.

GALLEONS

GAME

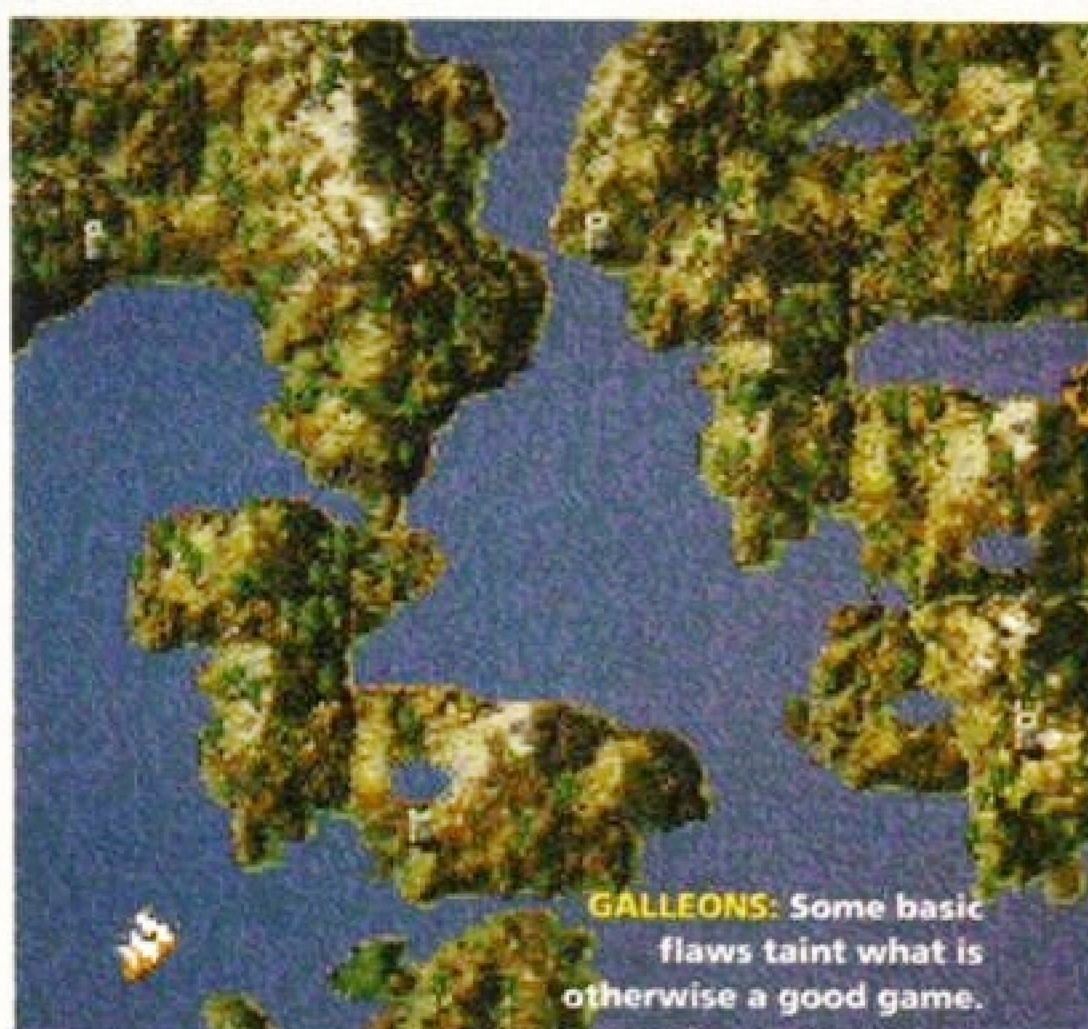
By ______ *Stephen Greener*
______ *(Sublime Software)*
Ware ______ *Freeware*
PD House ______ *Amicom PD*
No of Disks ______ *One*
Price ______ *80p plus 80p p&p*

In issue 73 I looked at a neat-ish little top-down racing game called *Last Lap*. The control system let it down by being too responsive and too fast. In other words, it felt as if you were driving on ice in a car with a floored accelerator.

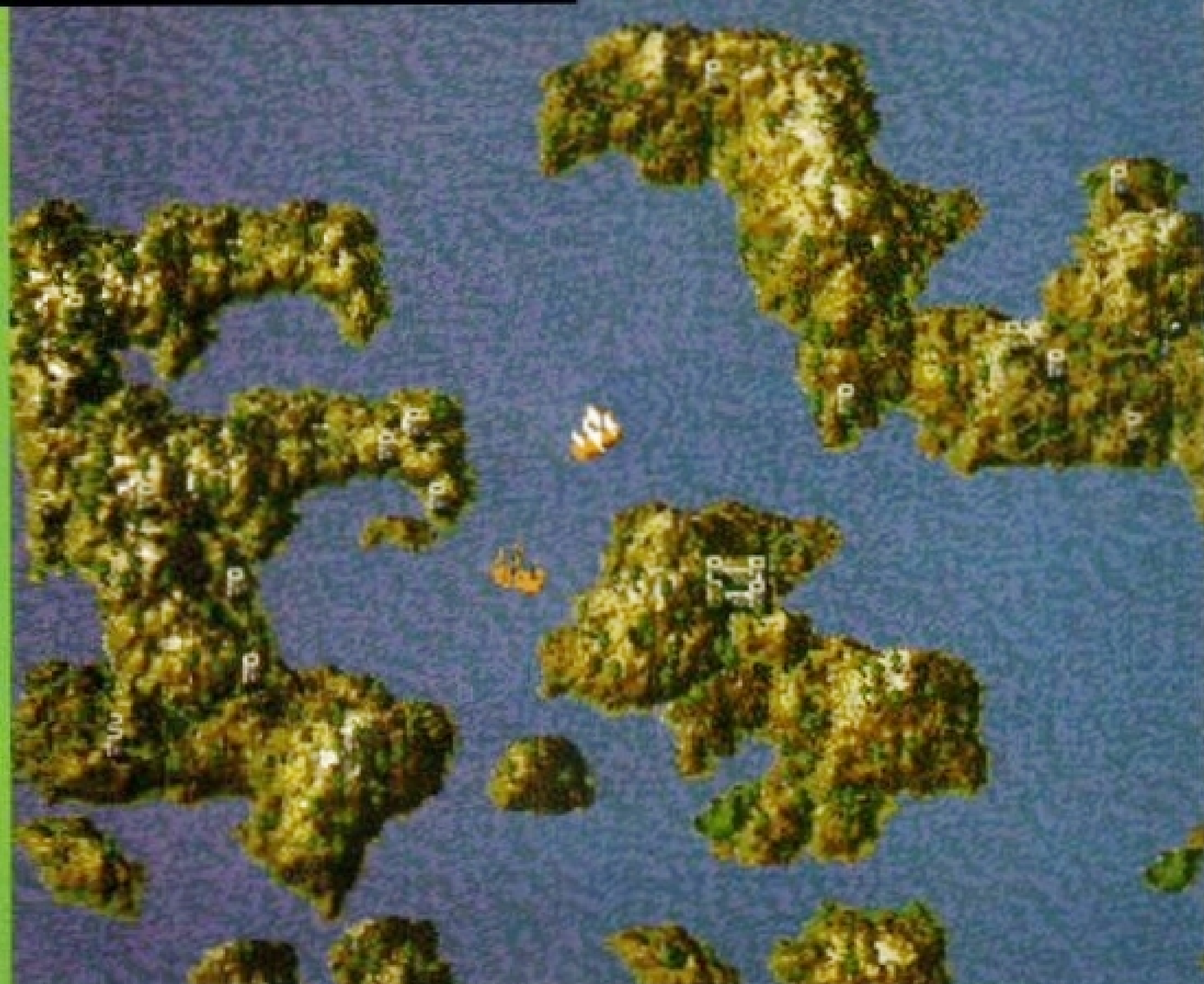
Continued overleaf ➡



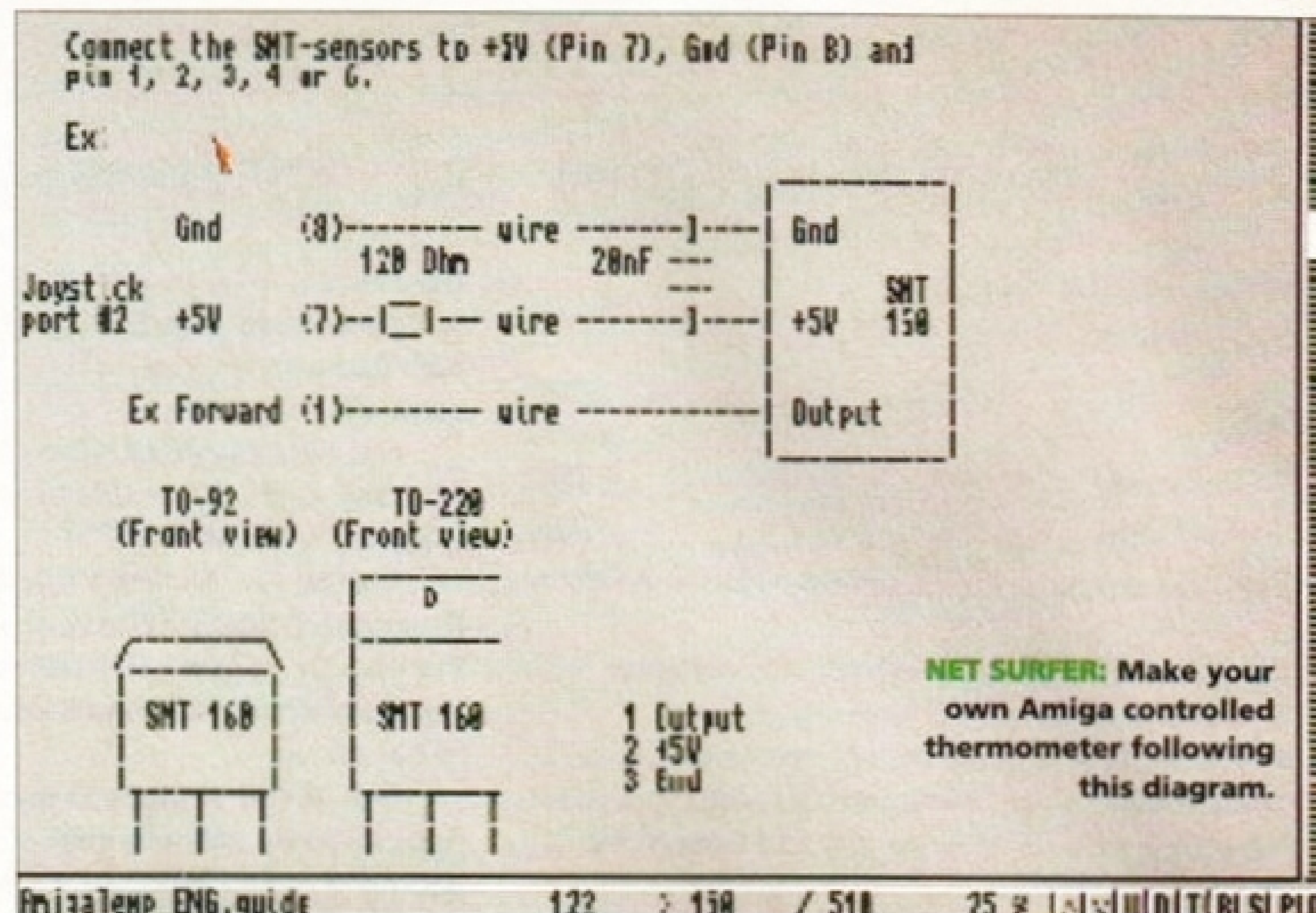
GALLEONS: You can blow up the fortresses if so wished.



GALLEONS: Some basic flaws taint what is otherwise a good game.



GALLEONS: Running, hiding, firing and forgetting are all part of the fun of *Galleons*.



NET SURFER: Make your own Amiga controlled thermometer following this diagram.

The same criticism applies to Galleons' control system. Which is a shame. For it has the potential of becoming a PD Select classic if a bit more work was put into it.

But first, the game itself. It's two-player only. It puts the players in control of a ship in the middle of a one-screen play area from where they're expected to shoot each other to bits. The land mass inside the play area is randomly generated and, er, that's it.

The number of hits it takes to destroy a ship is customisable as is the option to have shots fired by the ships wrapped round the play area.

The ships themselves can also be enabled or prevented from wrapping round the play area. So, hurrah for limited flexibility.

The control system could have been made a lot better if, like Microprose's *Pirates*, the galleons had to rely on catching the wind; the present system of 'up' on the stick to move forward and 'back' to stop is too limiting. Many of the games end up turning into chasey, pot shot affairs, relying on luck rather than skill.

Nevertheless, despite being virtually unplayable, I'd recommend this to PD aficionados. The reason? The more letters written to Sublime Software, the more likely they are to listen and change the game play.

NETSURFER

UTILITIES

By	*Various*
Ware	*Various wares*
PD House	*Roberta Smith PD*
No of Disks	*One*
Price	*90p per disk plus 50p p&p*

Until a universally easy-to-use Net interface is developed for the Amiga, access to the Net and the plethora of Amiga-related software there is going to be strictly limited to the average Amiga user.

Of course, if you wanted to extend metaphors and stretch credibility, you could look upon PD Houses as the Nodes and Servers of a slower, less efficient, temporally based Internet. As if to add authority to this hastily cobbled together theory, Roberta Smith have come up with a compilation of useful utilities called *Netsurfer Vol 1*.

Much of what's on offer is handy in a quirky kind of way. For example, there's a program called *AmigaTemp* which will read a thermometer plugged into the joystick 2 port. The docs with the software provide the diagrams to construct the thermometer with. Might not appeal to everyone, but nice to have anyway.

BootUte2 is much more practical and useful. It's a degrader and it'll let you run any executable file, save bootblocks, limit fast ad chip memory, 'fake' Fast memory, clear all free memory, disable floppies, CD drives and/or the PCMCIA slot.

Incredibly handy and relatively easy to use, this utility is a must for those who like to delve into their Amiga's soul.

ClassAction is a little program whose sole existence is to ease the labour involved with OS 3.0, file types and hard drives. If time's taken in the configuration stakes, the full power can be realised.

IFFLabel will print labels with a picture of your choice. Handy when trying to impress someone important.

NaeGrey, we suspect, has been programmed by a rogue Scot. It lets you get rid of the annoying grey border round the screen and turns it black. Not wonderful, not exciting, but useful to someone somewhere.

ScreenInWindow is probably of most use to someone who's into comms. It displays part of a pubscreen in a window on another pubscreen, meaning that an eye can be kept on another task without having to switch screens all the time.

Shrub is a tree directory utility based on the "Tree" command from MS-DOS. It displays every file within a directory, including other directories and the files contained within them. Probably of most use to programmers.

TinyMeter displays memory usage to keep you informed, surprisingly enough, of your memory usage. It's a godsend to users of *FullBench* or *Magic WB2.0*.

Netsurfer may not appeal to everyone, but what's here is sound.

WHERE TO GET THE DISKS IN PD SELECT THIS MONTH

KEW II Software
PO Box 672
South Croydon
Surrey CR2 9YS
Tel: 0181 657 1617

F1 Licenceware
31 Wellington Road
Exeter
Devon EX2 9DU
Tel: 01392 493580

Pixel Digital
Unit 6
Laurel Business Centre
15 Laurel Road
Liverpool 7
Tel: 0151 259 4017

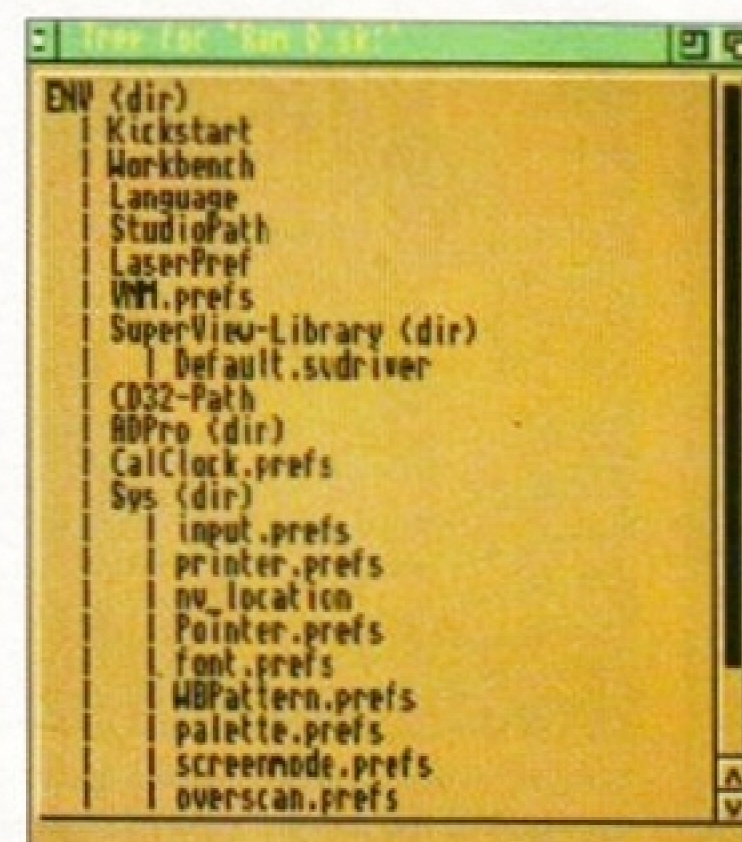
Saddletramps PD
1 Lower Mill Close
Goldthorpe
Rotherdam
South Yorkshire
S63 9BY
Tel: 01709 888127

Roberta Smith DTP
190 Falloden Way
Hampstead Garden Suburb
London NW11 6JE
Tel: 0181 455 1626

TOP 10 PUBLIC DOMAIN TITLES

Top 10 courtesy of:
ACTIVE SOFTWARE
PO Box 151, Darlington County, Durham, DL3 8YT. ☎ 01325 352260

1) Grac v1.10 (F1 Gold)
2) Shapeshifter v3.2
3) HD Games Installer 4
4) Doomer 2 – Speed (AGA)
5) HD Games Installer 3
6) Magic Paint Box (F1 Gold)
7) Mosaic v2B
8) Magic WB Extras vol.2
9) Master Blaster v2
10) Term v4.5





NEW!

AMIGA® A1200

The UK's favourite home computer is back! Amiga Technologies, a brand new UK company have launched the Amiga 1200 with a stunning array of software in the AMIGA MAGIC pack. And, to make a great pack even better, every Amiga 1200 Magic Pack from Silica (at the advertised price), comes with a FREE Chaos software pack - see below.



MAGIC PACK INCLUDES:

- Amiga 1200 Computer - 2Mb RAM
- 3.5" Floppy Disk Drive Built-in
- 2.5" 170MB HD Option - See Below
- Wordsworth v4SE - Word Processor
- Digita Datastore v1.1 - Database
- Digita Organiser v1.1 - Personal Organiser
- Turbo Calc v3.5 - Spreadsheet
- Photogenics v1.2SE - Paint/Image Processing & Composing
- Personal Paint v6.4 - Paint Package
- Workbench v3.1
- Whizz - 3D Platform Game
- FREE Chaos Pack
- Pinball Mania - Pinball Arcade Game

COLOUR MONITOR UPGRADE SEE PAGE 2

A1200 SPECIFICATIONS

- 32-Bit 68020EC Processor
- AGA Chipset/16.7 Million Colours
- 2Mb RAM – Built-In Modulator
- 96 Key Keyb'rd With Numeric Key Pad
- PCMCIA Smart Card Slot

INCLUDES ALL DISKS & MANUALS
2Mb RAM - NO HD
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Inc VAT - AMC 3039

INCLUDES SCALA MM300*
2Mb RAM + 170Mb HD
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* SCALA DOES NOT INCLUDE DISKS & MANUALS

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- 1.2Gb SCSI Hard Drive
- 1.76Mb Floppy Drive
- 2 x 3.5" Drive Bays
- FREE Chaos Pack from Silica

MONITOR NOT INCLUDED - SEE PAGE 2



68040CPU + 1.2Gb HD
£2199
Inc VAT - AMB 5040

68060CPU + 1.2Gb HD
£2499
Inc VAT - AMB 6060

AVAILABLE MID NOVEMBER

Scala MM300
Pre-installed on hard drive
No disks or manuals

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AWARD WINNING PACK





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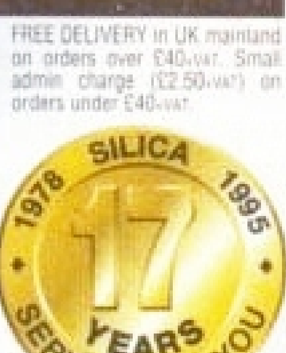
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SERIOUSLY AMIGA

One of the factors that most people consider when buying a new piece of hardware, but never own up to, is the "pose factor" and Media Vision's new portable CD-ROM drive certainly has plenty of that. p97

AMIGA FORMAT



THE WHITE ELEPHANT STALL

There is something for everyone in this month's serious reviews section.

We've got the arrival of what may turn out to be the Amiga's most powerful application to date, *Final Calc*. This new spreadsheet from Softwood puts many PC packages to shame when it comes to power and ease-of-use.

Also, from the same stable, we've got version 4 of *Final Writer*, which is bound to heat up the battle between it and its main rival *Wordworth*.

Graphics fans will enjoy our review of *Imagine 3.3* and a new utility from the USA, *Snap Maps*. We've also got the world's first portable CD-ROM drive. Parents will be interested in our review of 10 out of 10 Science.

Graeme Sandiford

REVIEWS

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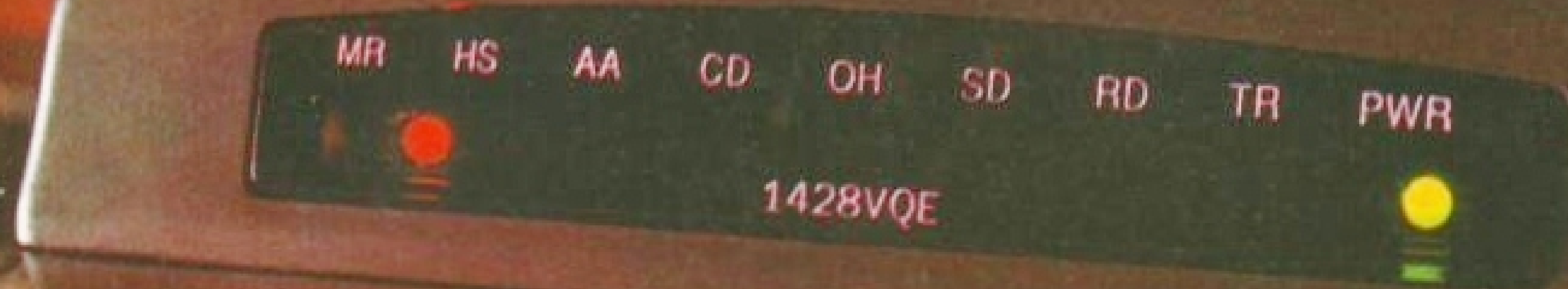
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It's the software pack that makes this modem offering from OnLine PD truly stand out.

Harmony 28,800

Getting started on the sliproad that leads to the Information Superhighway can be a tricky business. John Kennedy introduces a package to get you going.

At last a Public Domain library has done the sensible thing, and is selling a modem complete with a pack of all the software you are likely to need.

The modem itself is a standard external modem: small, black and looking suspiciously like a SpeedCom modem. In fact, it is exactly the same as the SpeedCom, including the recent uprated specifications.

Early versions support "V. FastClass" which wasn't a true standard – this version ticks along at V34. V34 is the true 28,800 bits per second protocol and you shouldn't leave home without it.

At this speed you can feel safe that your investment isn't going to be superseded by lunchtime tomorrow.

It's good to see a little thought being put into modem bundles. All too often Amiga owners are left to struggle in confusion.

Although rarely exciting, as modems go this one is quite good. The speeds I got in tests were very respectable indeed and I certainly got true V34 connects with all the modems I called. I was also pleased to notice that the BUSY (engaged) signal was correctly recognised, which is sometimes a problem with modems lacking the little Green "BABT Approved" sticker.

Comparing it to the Courier (which is almost twice the size) only a few points stood out. First of all, there is no external volume control which makes late at night bleeps and connects difficult to disguise. Secondly, the design of the space-age, smoked, plastic front panel means that unless you're watching square on it's difficult to see which LED is referring to which function.

However, both these points are minor and, generally, I was impressed with this little black box. As with all new modems, there are fax facilities present, although I was unable to determine if the modem was Class 1 or 2, so check this out before buying fax software. (Yes, PC fax software is bundled in the box – Amiga software such as *GPFax* will need to be bought separately).

It's the software pack which makes this offering stand out from the crowd. Though no printed documentation is provided (even a few A4 sheets with basic facts and example numbers for total newbies would be a good idea), there are many guide program on disk.

The choice of software includes terminal software, Fido mailing software (hopefully Spot or another mail manager will be included too) and some Internet-related items. The Internet side of things includes *AmiTCP*, *AMosaic* (and Magic User Interface) and *Grapevine;* though, if you are a newcomer, don't expect to be able to get all this running in one evening.

The Internet software is Demon orientated, so expect extra work if you are using a different Service Provider. Remember too that this software is freely available and once you get the modem working you can download as much of it as you want.

As a bonus, with every purchase you are entitled to 10Mb of downloads from the OnLine PD's Bulletin Board; handy for any software you may have missed.

It's good to see a little thought being put into modem bundles. All too often Amiga owners are left to struggle with a copy of the PC program *Delrina Lite* and a confused feeling about what to do next. At least with this pack "what to do next" means pulling out a floppy and being able to actually use your little black box. AF

HARMONY 28,800

DISTRIBUTOR
OnLine PD
Tel: 01704 834335

PRICE
£169.99

SYSTEM REQUIREMENTS
Any Amiga, although some software needs extra memory and WB2 or better.

SPEED ●●●●●
The V34 implementation seems good and data zips around at more than 3,000 bps on a good line.

MANUAL ●●●
No paper instructions, but useful guides are supplied on disk.

ACCESSIBILITY ●●●
Better than most modem packages which only come with PC software.

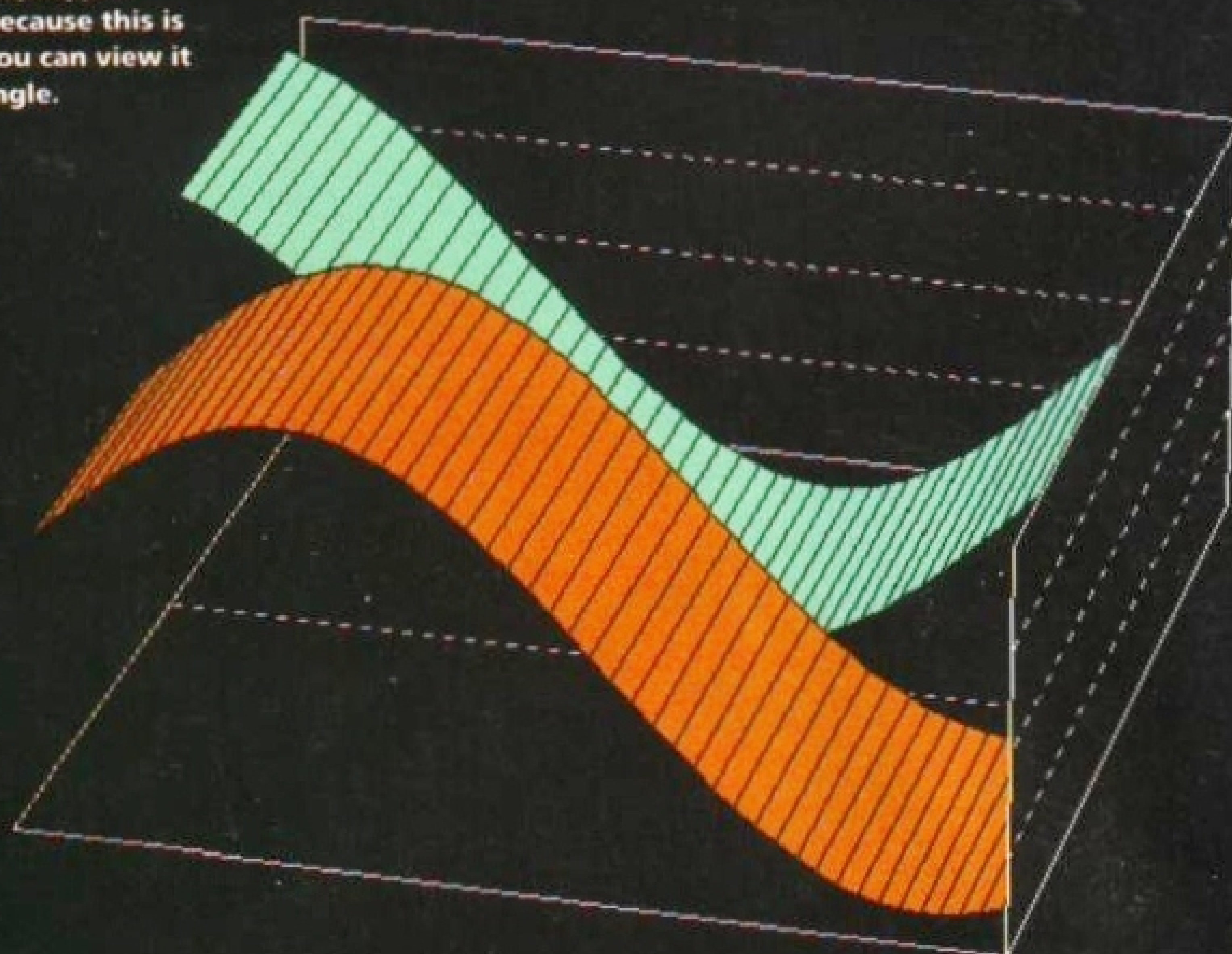
FEATURES ●●●●
From Bulletin Boards to the World Wide Web, the choice of software is good. Pity there's no fax support.

VALUE ●●●●
A modem at this speed with a different badge or a different box could cost you a lot more.

"Good way to break the 'need modem to download software for modem' cycle."

89%

This gorgeous 3D-spline chart is just one of many different graphtypes available. Because this is really 3D, you can view it from any angle.



Final Calc

Born out of pure necessity, *Final Calc* has features that were previously undreamt of by most serious Amiga-users. Graeme Sandiford gets calculating.

The Amiga has always been well catered for in most areas of serious software, with the exception of one – spreadsheets. The Amiga has never really had a spreadsheet that could even begin to hold its own against the killer applications available on the Mac and, especially, the PC.

Not so long ago, Amiga developers put the machine within striking distance of the PC market with the release of Turbo Calc. However, it was still not a complete match for programs like Excel and Lotus 1-2-3.

Now, with the release of *Final Calc* from Softwood, it looks as if the Amiga developers are ready to have another crack at the invincibility of the PC spreadsheets. Born out of necessity, *Final Calc* has features that were undreamt of by most serious Amiga-users. This is thanks to the continual honing, over three years, of the program by its programmer, who created it because there was simply no program in existence on any platform that could meet his needs.

Although *Final Calc* has many features in common with several other spreadsheets, as well as a great many unique ones, its interface conforms closely with that of Softwood's excellent word processor Final Writer. It has the clean and accessible Workbench 2+ look that, while appearing pleasant, is not cluttered or confusing.

This simplistic appearance is quite deceptive as it is one of the most powerful and configurable interfaces around. Graphics card owners will rejoice over the fact that the program can use any available screen so you can make full use of the extra resolutions made available by most graphics cards. You are also given control over the fonts that are used .

Some of the more powerful features include the ability to open several views of a project which, in turn, can contain up to a maximum of 254 sheets. You can cut and paste between single or multiple sheets making it easy to create links between just a couple or all of them.

A welcome feature of the interface is that pretty much every command or function is available as a menu item or keyboard short-cut, so experienced users and beginners can work at their own paces.

Another nice touch is that most of the windows don't lock out the main screen. This means that if you open a window or requester, all of the other windows and the main screen remain active for editing. Perhaps one of the most powerful features of the interface is its unlimited undos and redos.

A small box on the corner of the screen displays the number of changes that have been made to a document. You can be given access to all of the changes in the form of a list so that you don't have to remove changes that you don't want to, what's more these changes are saved with the sheet.

When it comes to entering your data in cells *Final Calc* has an abundance of powerful and novel tools to make doing so easier and more flexible. Cells can contain numeric, string, time, date, currency, percentage, Boolean and scientific data types.

You are also given a great deal of control over how the cells' contents will appear since you can specify the font used, the colour, the style, add borders and lines and even hide or protect certain cells. These features can make a real difference in creating a spreadsheet, or a print-out of one, that can be quickly understood by someone else.

CELLECTION

Selecting cells is also made easy by the program because you can select a row, column, or range of cells by simply double- or triple-clicking on a cell.

Final Calc has a respectable array of formula types which form the backbone of any complex spreadsheet, or group of spreadsheets. The program has the usual mathematical operators such as +, -, /, *, percentages and exponentiation. Comparative and logical operators are also available including =, <, >, <=, >=, <>, AND, OR and NOT.

There is also support for string concatenation which enables operations involving cells with text strings. Along with these operators you are also given access to a mighty arsenal (178) of built-in formulas that include just about

Thanks to *Final Calc's* ease-of-use, it is possible for even beginners to make there own applications – like this database, for example.

every mathematical function I've heard of, and economic and accounting ones to help in the calculation of things like profits and the interest on loans. There's even a formula to calculate windchill! The program also supports infinite values without returning an error.

Armed with these formulas you should be able to build virtually any kind of spreadsheet application, from a database to a 'Profit and Loss' sheet.

THE BEGINNER'S FORMULA

However, even these built-in formulas are not enough to get spreadsheet novices using the more powerful features of a spreadsheet.

To help encourage such ones to dabble in the creation of more complicated spreadsheets, *Final Calc* has a system that guides beginners through using a formula. All they need to do is select a formula from a list and then press <Amiga><h> and they'll get a complete synopsis explaining how to use the current formula.

As well as the creation of cells, the handling of them has also been given a great deal of thought. *Final Calc's* recalculation system works as a background task that can be given a level of priority so that you don't have to wait for the program to recalculate cells as you are trying to make entries.

Circular references are also handled without generating an error and any recalculation errors can be analysed by referring to a report of the errors and their cause. Another related feature is the Solve Problem function which can be used to generate a desired value for a cell by altering the values of a specified formula-related cell or range.

As mentioned earlier, *Final Calc* gives you a great deal of control over how your spreadsheet appears. However, this is taken to new levels when it comes to creating graphs – I don't think I've seen any graph programs with as many graph-drawing tools. It is possible to create both 2D and 3D graphs in a variety of different ways, such as bar, line, area, stacked bar, stacked area, pie, B-spline, X-Y, X-Y-Z and scatter graphs.

Once drawn, the graphs can be saved as IFF images for inclusion in a DTP or word processor document. However, by far the coolest graph-related feature is that they can be animated making them ideal for use in corporate presentations.

Equal attention has been paid to the use of fonts and printing. There is support for Type-1, Type-3 and NimbusQ fonts, as well as the Amiga's bitmap fonts. It's even possible to create bitmap fonts for on-screen display from outline fonts by using the font-builder utility.

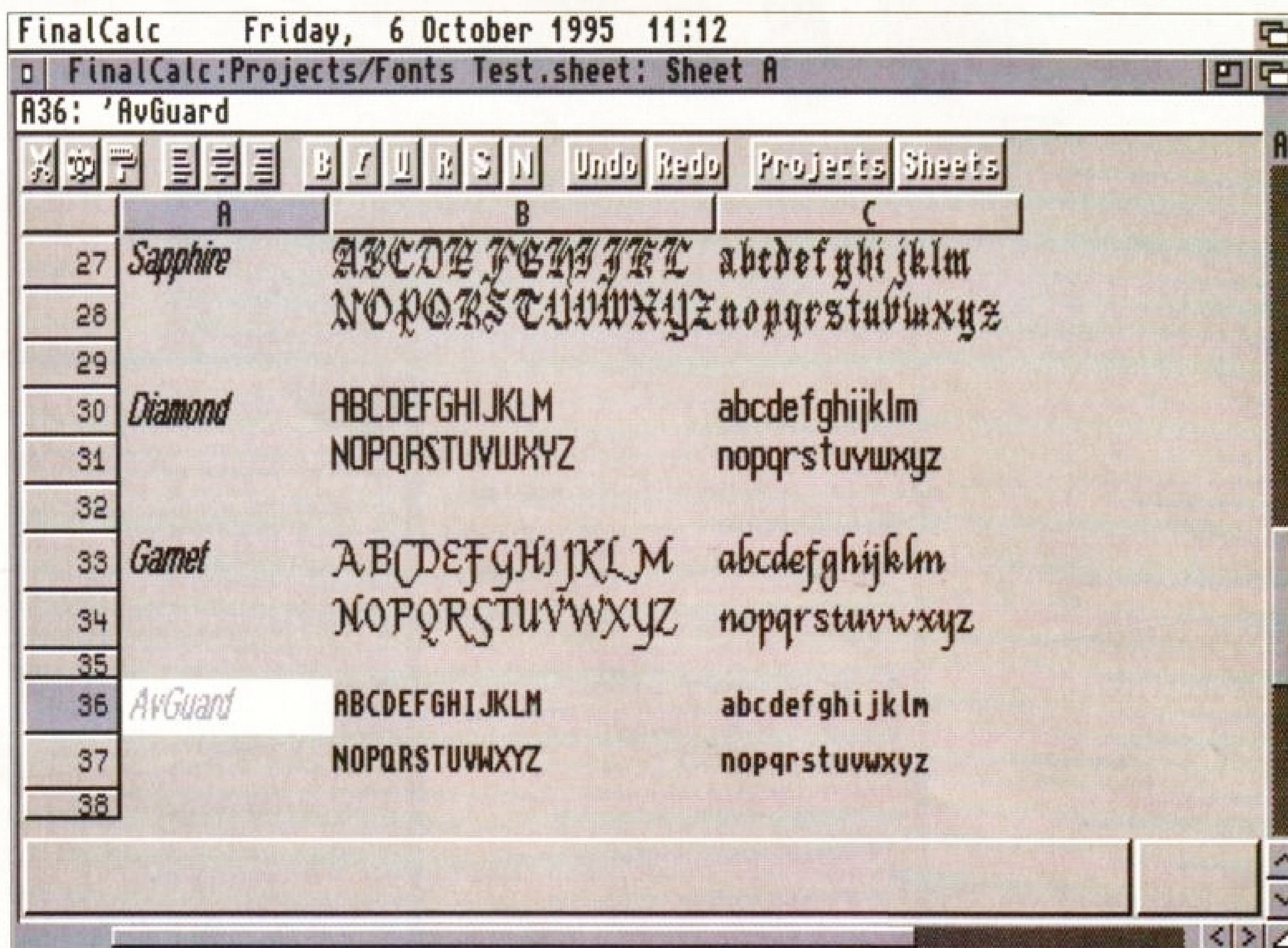
When it comes to printing, there is extensive control over the way that your spreadsheet will appear thanks to options like Scaling, Autofit and an incredible printer preview. The printing projects can be spooled and controlled from one of the most comprehensive print spoolers I have ever seen.

There is also direct support for Postscript printers and the generation of EPSs.

I'm sure, from the list of features that we've already covered, you'll agree that *Final Calc* is quite an incredible product, but there's still plenty of other features that we don't have time to cover in detail.

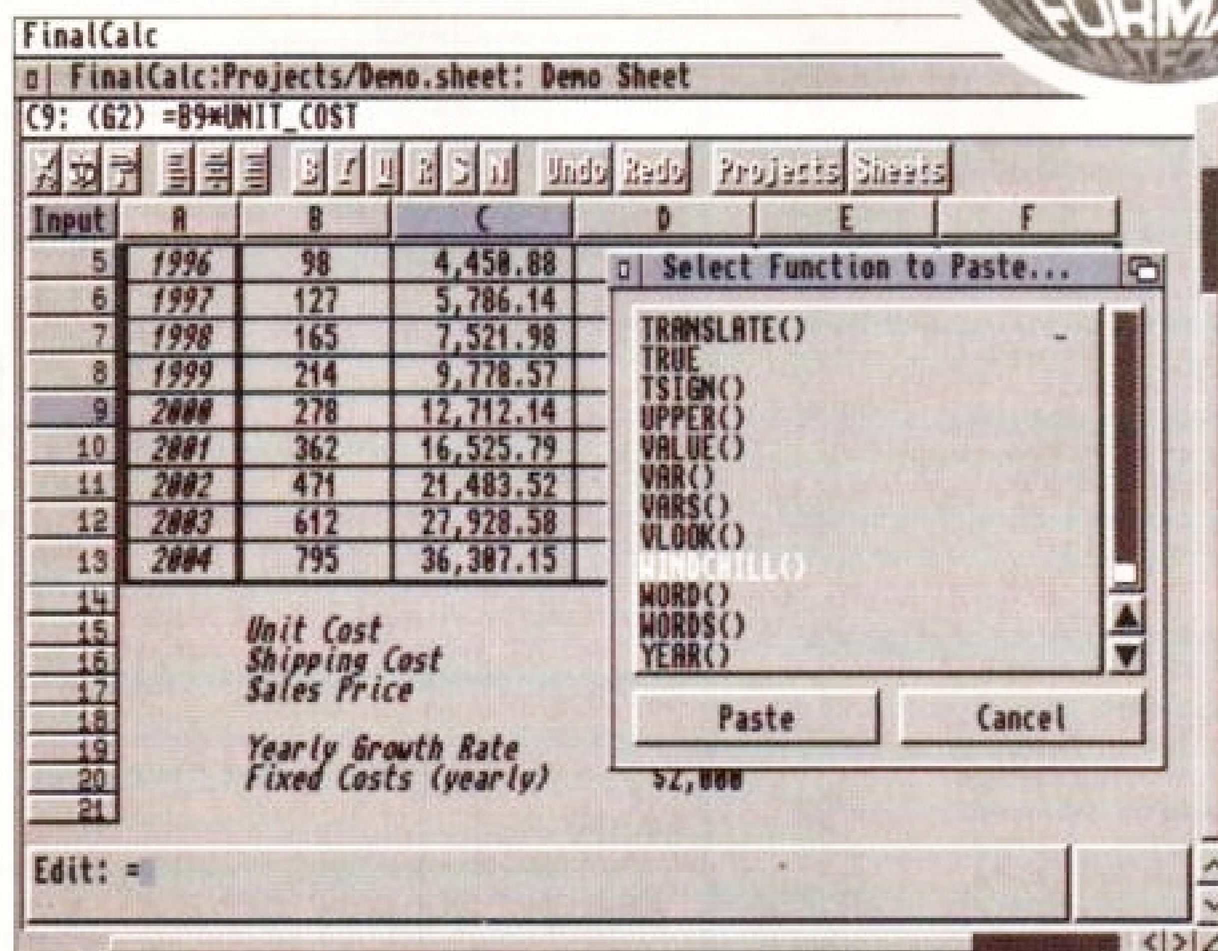
For example, there's an incredibly powerful built-in macro system, full ARexx support and a host of word processor-like tools such as Search and Replace, Field and Record separators – not to mention Lotus 1-2-3 compatibility, a maximum of 18,277 columns, 65,000 rows and an intelligent paste option.

At long last, serious Amiga-users can hold their heads aloft, confident that the Amiga has one of the most powerful, configurable and flexible spreadsheets around.



A nice feature that is often neglected by most spreadsheet programmers is how the text in cells looks. *Final Calc* has a variety of fonts and styles for you to choose from.





Creating formulas has never been easier – with *Final Calc* you can simply paste ready-made formulas into a cell.

FINAL CALC

DISTRIBUTOR
Gordon Harwood Computers
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SYSTEM REQUIREMENTS
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MANUAL ●●●●
Huge, but well-written and backed up by on-line case-sensitive help.

ACCESSIBILITY ●●●●●
Beginners can leap in straightaway and yet experienced users are not held back.

FEATURES ●●●●●
Every feature you can dream of, plus many more, make this by far the most powerful Amiga spreadsheet.

VALUE ●●●●
At a price of £100, this is clearly not aimed at the casual user – rather those who need the extra power.

"In terms of power and ease-of-use, nothing even comes close."

94%

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U683 IMAGE STUDIO v2.2 latest version [WB2+] [2D] [HD] [020+]
U684 ESSENTIAL AMINET 8 new and decent uploads here [WB2+]
U685 MIDI TRIGGER an AMOS extension to trigger MIDI [WB2+]
U686 VIRUS WORKSHOP v5.5 latest virus killer [WB2+]
U687 VIRUS CHECKER v7.18 another virus killer [WB2+]
U688 BASIC ELECTRONICS v2 want to learn the basics of electronics? Here is a disk to show you how. [2 Disks]
U689 TURBO CAT PRO v1.1F much updated version of the disk cataloger. Just put in a disk, read the files and print/save the list. [WB2+]
U691 VMM v3.2 you can now use virtual memory [020+] [WB2+] [HD]
U692 F1-GP EDITOR v3.01 updated '95 version [WB2+]
U693 A SPELL v5.8 adds a spell checker to most text editors [WB2+]
U695 NAVIGATOR v2 This is SUPERB! Allows you to fly around, in realtime, a 3D arena. These arena's range from architechtural to musical instruments. **NTitler** is a realtime 3D titling system that even allows virtual reality modes. It allows 3D text and model effects that could be used to be overlayed onto video or for presentation work. **NWiper** is a presentation system that allows uses texture mapping to make 3 Dimensional IFF picture wipes. Get this now! [WB2+] [020+] [HD] [2 Disks]
U698 DOS MAN online WB2+ reference [WB2+]
U699 MESSY SID v3 allows you to read and write to PC 720K disks without CrossDOS or WB3! Also transfer files each way. [WB2+]
U700 TEXT ENGINE v5 latest version of the superb text editor [WB2+]
U701 DATATYPES DISK need the PNG, Font, REKO datatype!? These are just three out of many WB3+ datatypes for Workbench.
U702 SHAPE SHIFTER v3.2 is the much-raved latest version of the superb Apple Mac emulator. You need MAC ROM's and System 7.5 to use this program. [020+][WB 2.1+][4 MB+][HD Recommended]
U703 PLAYER v2.1 play CD-Rom audio and standard sounds from DOpus 5.11. Configure as you wish. [DOPUS 5.11]
U704 MAGIC PAINT BOX DEMO of the F1 title [WB2+]
U705 CHEATS v2.1 000's of cheats here [2 Disks] [WB2+]
U706 VARK CLI TOOLS 9 we used to have the LSD Legal Tools. These are better. Loads of great CLI tools.

LATEST GAMES

GM239 ULTIMATE STAR TREK Quite old but a great strategy game by Tobias Richter. [2 Disks]
GM242 PSYCHUEL Alien Breed style shoot em up [WB2+]
GM245 THE PYRAMID GAME A puzzle platform game. [2 Disks]
GM247 KLONDIKE III This is a special version of Klondike for disk users only! [6 Disks] [3MB] [SEE GM93 for Hard Drive Version!]
GM248 DELUXE PACMAN AGA Wow a pacman game by the author of Deluxe Galaga.
GM258 BATTLESHIPS A very playable game by the Assassins.
GM263 CODENAME NANO superb thrust game. Get it!
GM264 SCORTCHED TANKS v1.85 multi-player tank game
GM266 BLITZ BOMBERS demo of the multi-player bombers game
GM268 EXCELL. CARD GAMES III A few card games here. [AGA]
GM269 MASTER BLASTER II decent bomb game
GM271 SUPER COMBAT 3 this is a two player version of cannon fodder. Superb graphics - Object to kill other player. [2 Disks]
GM273 REBELLION an asteroids clone with a difference
GM275 MARATHON 2 player action game
GM276 THE DEVILS ABODE written by the author of War of the Worlds. This is a 3D horror adventure. Decent.
GM277 SPEED - DOOMER 2 version 2 of the Doom clone. More graphics, finer detail (walls etc) and much faster scrolling. [AGA]
GM278 DNX erm...blatent Super Stardust tunnel game! [AGA][2 D]
GM279 ALIEN BASH II very similar to Chaos Engine....very good.
GM280 SKID RACER car racing game, not bad. [WB2+]
GM281 DUCK DODGERS great platform game with ducks [WB2+]
GM282 TRAP 'EM good platform [trap aliens] game [WB2+]
GM283 ZOMBIES Alien Breed style shoot-em-up [AGA]
GM284 DARK ANGEL Flashback style, platform in a power complex
GM285 BLACK DAWN V another version of the adventure [WB2+]
GM286 GALLEONS 2 player 3D shoot-em-up [WB2+]
GM287 ENGINES 2 player thrust game [WB2+]
GM288 HELSINKI FORCE 2 player good karate game [3 Disks]
GM289 CARDZ load and use AGA Klondike cards on ECS Amiga!
GM290 BLACK KNIGHT a reasonable fruit simulator
GM292 POWEROIDS good, rendered asteroids clone [020+]
GM296 INNER DEMONS spooky adventure [4 Disks]
GM297 MALEDICTION 3D texture mapped adventure [2 Disks]
GM298 WHEELBARROW SIM Doom in a barrow?! A laugh!
GM299 SUPER SKIDDY THINGS 3 superb racing program for one or two players. Direct your rubber suited penguins around the ice!
GM300 GRAVITY FORCE II EDITOR edit gravity force 2 [WB2+]
GM301 DELUXE GALAGA v2.6C when looking at the PD classics arise from time to time. This is one. A super shoot-em-up with the usual additions such as the power-ups, weapons etc. AGA version. [AGA]
GM302 AUTOMOBILES v1.5 superb racing game for the Amiga. Loads of different tracks with the ability to have upto 4 players. [2 Disks]

HOT NEW DEMOS

D203 MYSTIC "IMPOSSIBLE IMPOSSIBILITY" Winner of the Primavera party 95. Get this! [2 Disks] [4MB+] [AGA]
D213 PARALLEX/CCN "DEEP" Winner of the Gathering 95 [2 Disks] [HD] [4MB+] [AGA]
D216 FACULTY "MAN ON MOON" Very good demo from Faculty - needs loads of Mem! [4 Disks] [HD] [6MB+] [AGA]
D217 ABYSS "DRUGSTORE" [2 Disks]
D219 SANITY "ROOTS II" wow! A very decent demo release [020+]
D220 FREEZERS "DREAM WALKER" [2 Disks]
D221 FREEZERS "LECH" AGA won the Ram Jam charts "best demo in 1995". Loads of the same routines - tunnels etc.
D222 ARTWORK "GREENDAY" Won a recent party in Germany - very decent all round. [AGA] [HD] [3 Disks]

Latest demos continued........

D223 IMPACT DK "MELCHOIR" [HD] [6MB+]
D226 SUPREME "CHAOS" [HD]
D227 SCOOPEX "ALIEN" Scoopex are BACK in the '90s with a good demo release! [AGA]
D228 STELLAR "HUMAN" Stellar release "Human excrement in ....", lets say no more!
D230 MELON "PLANET M" another classic release from the guys at melon. Released at a party in the Netherlands recently.
D231 AXIS "PICTURE BOOK" must be one of the best demo releases for many months, comprehensive. [AGA] [4 Disks]
D233 AIDSYNTHETIC DESIGN "TENEBRA"
D234 INTERACTIVE "ABSTRACT" another release from the party in the Netherlands. Excellent routines. [HD] [4 MB]
D235 MELON DESIGN "BAYGON" superb cartooney style demo!
D236 EMBASSY "THRILLED" Assembly '95 release [HD][2 Disks]
D237 SILENTS "FRUIT MACHINE" superb Assembly '95 demo!
D238 VANITY "AMAZED" stunning new demo from Vanity, all the usual effects (but more of them!). Get this! [AGA] [3 Disks]
D239 OXYGENE "CONTROL" from the G.A.S.P. party '95. [2 D]
D240 PARALLEX "ZIF" G.A.S.P. winner. Good. [2 D] [AGA] [HD]
D241 ASSEMBLY '95 INTROS collection of intros
D241 AXIS "TIME & EMOTION" music disk from Axis [WB2+]
D242 HOODLUM "WATER WHISPER" decent effects [AGA]
D243 MYSTIC "FEAR" Intel Outside demo. Good. [AGA] [2 Disks]
D244 BRAINCELL & MYTH two Intel Outside demos
D245 SCUM "RESPECT" Intel Outside demo

MISCELLANEOUS

GRAPEVINE 21 superb disk magazine from LSD [2 Disks]
GRAPEVINE 22 call for date (October/November?!?)
DEADLOCK 9 superb disk magazine by Anathema/Narcosis
NFA WORD 5 disk magazine from NFA [AGA]
NFA WORD 6 disk magazine from NFA [AGA]
NFA WORD 7 OUT NOW!!! New disk magazine from NFA [2 Disks]
NFA BODYSHOP 8 [AGA] [3 Disks]
SHERILYN FENN SLIDESHOW [AGA]
PHEOBE CATES SLIDESHOW [AGA]
ERIKA ELENAIK SLIDESHOW [AGA]
NIKI TAYLOR SLIDESHOW [2 D] [AGA]
TINY TOONS CLIPART superb hand drawn clipart
NFA BIG GIRLS II [AGA] [3 Disks]
X-FILES GUIDE guide to the TV Show
GCSE MATHS EXAM PAPERS GCSE help
TRAVEL GUIDE guide for avid world travellers [2 Disks]
UFO : FINDING THE TRUTH [2 Disks]
UFO : FINDING THE TRUTH 3 paranormal and UFO stuff
ALIENS CONFIDENTIAL 2 UFO and paranormal guide
WEATHER GUIDE [3 Disks]
LUCIFERS "UNHOLY INNOCENCE" [2 Disks]
LUCIFERS "WICKED GRIMOIRE" bizarre cult stuff
LUCIFERS "BOOK OF SHADES" [2 Disks]
WHITBY AMOS CLUB DISK MAG - SPECIAL EDITION
ED060 KIDS DISK 7 another under 5's program
SCOOPEX "ARTCORE" Doom-like gallery slideshow! [AGA]
NFA SOURCE 'N CODE 2 AMOS source 'disk' magazine
TITANIC II interactive database on the Titanic disaster [2 Disks]
HISTORY OF THE WORLD CUP all explained [3 Disks]

MAIN LIBRARY

MORE UTILITIES

U076 WB3 HD INSTALL DISK Prep, format and install WB to your Hard Drive. [WB3]
U230 TOOLS DAEMON V2.1 Adds tools to your WB Menu. [WB2+]
U239 RE-ORG v3.11 Re-organise your disks/hard disk. [WB2+]
U302 VIEWTEK v2.01 Viewtek can show many picture formats including JPEG and the AGA screen modes. [WB2+]
U317 ACTION REPLAY PRO Action Replay for the A1200 [AGA]
U318 VIDEOTRACKER DATA Loads of data files for use within Videotracker. [4 D]
U349 LIBRARIES + DATATYPES Do you ever need a library? Here's a collection!
U352 MAGIC WB v1.2P The lastest version of the 8-colour icon replacer. Use this with our Extras disks for superb results! [WB2+]
U359 TELETEXT v1.20 Create a teletext receiver [WB2+]
U376 POWERCACHE v37.115 Speed up your Hard Drive access with this cache program. Versions for 00, 020, 030 and 040. [WB2+]
U379 DESKTOP MAGIC v2.0 This program allows you to assign sounds to Workbench functions like mouse clicking etc. [WB2+]
U408 DISK SALV v2.31 This is the best disk/file repairer in the Public Domain. Undelete/salvage files and repair disks.
U416 AMIGA DOS GUIDE v1 Learn Amiga DOS with this program.
U426 EPU STAKKER v1.70 double your hard drive space! [WB2+]
U434 EDWORD PRO v5 Edword Pro is the most comprehensive and easy to use word processor on the PD market. [WB2+]
U440 SNOOPDOS v3 Use Snoopdos to monitor program activity. An ideal tool to find out what libraries are needed [WB2+]
U453 MAIN ACTOR v1.55 An excellent module animation player. Buy it. [WB2+]
U454 VIDEOTRACKER 2 AGA The AGA demomaker.
U467 T. U.D. E. v1.0D The Ultimate Degrader and Enchancer can be used to degrade A1200/4000's to use WB1.3, remove fast mem etc.
U475 RELOKICK v1.4A FINAL Relokick is the most popular degrader around. Forget the fake v1.41, this is the real thing.
U479 MSDOS FOR AMIGADOS Allows you to use the MS DOS commands on your Amiga. Also use the MSDOS star "*.*" [WB2+]
U480 HD GAMES INSTALLER II Install Jungle Strike, Aladdin, Mortal Kombat II, Ruff 'n Tumble and about 12 more!!
U487 BIRTHDATE HISTORY v2.21 Check events that happened on your birthday!
U499 M.U.I. V2.3 Create GUInterfaces. Needed for Mosaic. [WB2+]
U502 GBLANKER V3.6 020 An optimised version for 020/30/40/60 CPU's. [WB3+]
U514 DISK STICK v1.1 A disk labelling program.
U521 ADDRESS PRINT v4 Store addresses and print them to labels.
U523 DOPUS MAGIC COMPANIAN Loads of buttons, AREXX scripts for Dopus. [WB2+]
U532 ALL NEW FINAL WRAPPER v3 Final Wrapper was the utility that hit Final Writer users last year. This is the very latest version.
U533 CAR DATA ANALYST Monitor and test your car's performance. First for the Amiga.

More utilities continued........

U543 TOOLS MANAGER Allows you to have a "dock" of icons on Wbench. [2 Disks][WB2+]
U553 GFX CONVERTOR v1.7 Decent graphics convertor. Loads about 10 different file formats and saves GIF, ILBM, PCX, POSTSCRIPT, JPEG. [WB2+]
U554 SOUND BOX v1.97 Coverts sound samples from IFF, RAW, WAV, MAESTRO, VOC, AIFF and MAUD to any of the supported formats. ie. load in as IFF save as WAV or load as WAV andsave as IFF. [WB2+]
U560 DELITRACKER II v2.1 A great module player. [WB2+] [2 D]
U564 EXOTIC RIPPER v3.1 module and sample ripper. [WB2+]
U568 LOTTERY WINNER V2.0 good lottery predictor. [WB2+]
U576 BLITZ BLANKER V2.5 Blitz Blanker is another tool that requires the services of MUI (U499). Modulerised screen blanker. [WB2+]
U588 PC-TASK V3.10 All new PC Task v3. Demo version.
U589 MP LOTTERY V2 Another good lottery program.
U594 AMIGA FAX V1.42 Send/receive faxes on your Amiga. [WB2+]
U606 ESSENTIAL AMINET 5 recent Aminet uploads. [WB2+]
U607 ESSENTIAL AMINET 4 more recent Aminet uploads. [WB2+]
U617 HD GAMES INSTALL 3 Over 20 games such as Super Skidmarks, Sensible World of Soccer to be installed. [WB2+]
U618 TEXTURE STUDIO v1.02 For Imagine users - adapt those textures. [WB2+]
U619 BALLS! Superb and powerful Lottery program. [AGA]
U623 AMIGA CD-ROM GUIDE Guide to loads of Amiga CDs - Amigaguide doc. [WB2+]
U628 ICONIAN v2.91 Superb AGA icon editor. [AGA]
U634 FRODO v1.5 The very best C64 emulator for the Amiga. Relive the old games with this. [WB2+] [020+]
U635 DOPUS UTILS 2 Loads of utils for Directory Opus 4/5. More scripts, Arexx routines etc etc [WB2+] [Dopus]
U636 TYPING DEMON Learn how to type very quickly !
U638 ESSENTIAL AMINET 7 Aminet utilities. [WB2+]
U648 HD GAMES INSTALLER 4 loads more installers for your favourite games. Obessesion Pinball, Powerdrive etc [WB2+]
U649 enLOCK Lock program for a hard drive [WB2+]
U650 BOOKIE BEATER Beat the bookie at his own game! [WB2+]
U653 SKIDMARKS 2 CARS 4 cars for the **AGA** Skidmarks [2 D]
U656 SUPER DMS v2 A powerful interface for DMS. [WB2+]
U658 DOPUS v5>>>>v5.11 UPGRADE Upgrade your **original** DOpus to v5.11.
U663 TURBOSUITE v3.3 catalogue your disks [WB2+]
U666 IMAGE DESK v1.60 decent picture thumbnail program. [WB2+]

MORE GAMES

GM58 BLACK DAWN II a popular 3D adventure
GM67 SCRABBLE the classic board game
GM78 STARWOIDS thrust and oids mixed [1MB] [2 DISKS]
GM93 KLONDIKE III for hard drive users [HD] [4MB+] [WB2+]
GM97 TOP HAT WILLY an Amiga "Jet Set Willy" rip-off. Addictive!
GM105 DYNAMITE WARRIORS 2 another bomb clone
GM118 CHANEQUES yes, two please!! A Lemmings type game. Direct your little men (with different skills) to the end. [2 Disks]
GM123 MEGABLOCK V2 the best Tetris games on the Amiga.
GM125 KELLOGS LAND WOW! The best PD platformer ever! [AGA]
GM126 SUPER MEGA FRUITS a good Fruit Machine game.
GM127 ZAXXON superb! The C64 classic now comes to the Amiga!
GM132 SAMURAI SHOWDOWN this is an amusing Street Fighter clone. Good! [AGA]
GM136 CYBERMAN wow! A 3D pacman clone. Very decent indeed.
GM138 INTERNAL COMBUSTION great skidmarks-esque multi-player racing game
GM141 MADHOUSE a graphical adventure game [2 DISKS]
GM147 DELUXE GALAGA v2.51 must be the best PD shoot-em-up ever made!
GM194 BATTLE DUEL AGA battle duel is a SUPERB multi-player artillery type game. [AGA]
GM195 BATTLE DUEL ECS ECS version of the above [WB2+]
GM150 ROCKETZ V2.25 superb AGA only 2-player thrust/shoot-em-up game. One of the most addictive mutli-player games ever! [AGA]
GM164 CYBERGAMES excellent! A street-fighter clone with gore! This is probably the best beat-em-up games in the Public Domain. [2D]
GM169 MASH Similar to Team 17s new Wormz game. A subtle cross between Lemmings and Cannon Fodder.
GM174 TANKS! excellent tank-war sim
GM176 ALIEN GENOCIDE err. A Operation Wolf clone? [2 DISKS]
GM178 DOOMER a good Doom clone for the Amiga [AGA] [HD]
GM180 CARNAGE blood, guts and gore and more!
GM183 PSSST AGA remember Psst on the Speccy? Well this is the Amiga version!
GM184 SCREECH another car racing game
GM185 BOARD GAMES Cluedo is the main game here
GM187 FEARS 2 AGA wow! Much better. This is a demo of the finished commercial version! More aliens.
GM188 CARD GAMES DELUXE A program that allows you load and use your Klondike cards! Blackjack and another on here [3 Disks] [2MB]
GM191 CHILD ADVENTURE AGA not as bad as it sounds! A graphical adventure to solve the mystery to clear your name [4 Disks]
GM192 CHILD ADVENTURE ECS [3 Disks]
GM193 SPRINGTIME 3D puzzle game with amazing gfx! No.1 Hit!
GM226 GLOOM A demo version of the forthcoming Doom clone. [AGA]
GM227 WAR OF THE WORLDS 4 A virtual reality program! [AGA]
GM238 LAST LAP v1 Excellent racing game for one or two players.

MAGIC WB EXTRAS

These contain icons, backdrops, drawers, tools manager brushes and docks and much much more!

Magic WB Extras volume 1	[2 Disks]
Magic WB Extras volume 2	[2 Disks]
Magic WB Extras volume 3	[2 Disks]
Magic WB Extras volume 4	[2 Disks]
Magic WB Extras volume 5	[2 Disks]
Magic WB Extras volume 6	[2 Disks]
Magic WB Extras volume 7	[2 Disks]
Magic WB Extras volume 8	[2 Disks]
Magic WB Extras volume 9	[2 Disks]
Magic WB Extras volume 10	[2 Disks]
Magic WB Extras volume 11	[2 Disks]
Magic WB Extras volume 12	[2 Disks]
Magic WB Extras volume 13	[2 Disks]

volume 13 contains new 16 colour icons for Magic WB 2!

Buy all 13 volumes for £23.99 or each volume at £1.98

We stock 1000's of other disks such as Fred Fish, Assassins etc. Call us for titles you don't see listed!

We welcome submissions from PD coders from all over the globe - utils, tools, games, Magic WB stuff etc.

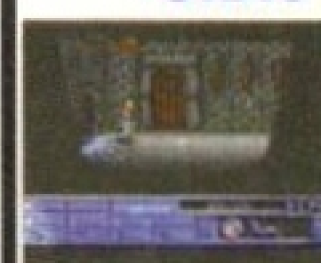
LATEST CARDS

KL099 Premier League '95 Cards	KL136 Modern Life Cards
KL100 Females Cards	KL137 Time Cop Cards
KL103 Dreams Cards	KL138 Speccy 1 Cards
KL104 Dreams II Cards	KL139 Speccy 2 Cards
KL105 VT Chicks Cards 18+	KL140 Jap Anim Cards
KL106 Erika Eleniak Cards	KL141 Toonies Cards
KL107 Wild Life Cards	KL142 Bikini Babes 1 Cards
KL108 Album Covers Cards	KL143 Manga Maniax 2 Cards
KL109 Wild Life II Cards	KL144 Imagine Cards
KL110 Landscapes Cards	KL145 Bill Graham Cards
KL112 Pleasure Cards 18+	KL146 World Atlas Cards
KL113 Starkers Cards	KL147 Aviation Cards
KL114 Everton Winners Cards	KL148 Scenic Cards
KL115 NFA Mask Cards	KL149 Lion King 2 Cards
KL116 Marine Fish Cards	KL150 Wildlife 2 Cards
KL117 Birds 1 Cards	KL151 X-Files Cards
KL118 Birds 2 Cards	KL152 X-Files 2 Cards
KL119 Pinnocio Cards	KL153 Guardian Cards
KL120 True Lies Cards	KL154 Lion King III Cards
KL121 Airbrush Cards	KL155 M.G. Cars Cards
KL122 Harley Davidson Cards	KL155 Safari Cards
KL123 Boris Hajime 2 Cards	KL156 Buildings Cards
KL124 Star Wars Galaxy Cards	KL157 Big Cats Cards
KL125 Renders Cards	KL158 Killer Instinct Cards
KL126 Busen Cards 18+	KL159 The Sky Cards
KL127 Anna Nicole Smith Cards	KL160 Dogs Cards
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KL130 Real Beauties Cards	KL163 Deep Space 9 Cards
KL131 Raytracing Cards	KL164 Misc Art Cards
KL132 Flintstones the Movie Cards	KL165 Texture Cards
KL133 Gremlins Cards	KL166 Fish Cards
KL134 Stargate Cards	KL167 Batman 3 Cards
KL135 Arnie Cards	KL168 Voyager Cards

F1 LICENCEWARE

F1-14 TOTS TIME £3.99 Ideal for younger users
F1-31 POWERBASE v3.3 £3.99 database
F1-33 POWER PLANNER £3.99 personal organiser
F1-41 GRAND PRIX MANAGER £3.99 run your own grand prix racing team. 1994 season. Recommended.
F1-50 GUIDE TO AMOS v2 £4.99 absolute beginners guide to Amos. Superb guide to help you understand!
F1-56 GIDDY 2 £3.99 Sequel to Giddy.
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F1-68 AQUANAUTA £3.99 superb game. Get this!
F1-74 AMIGA ASSIST £3.99 beginners guide
F1-76 OBSTICKLE £3.99 superb platform romp!
F1-81 AQUAKON AGA £5.99 A little like Doom on water.
F1-83 IMAGE COMPRESSOR £3.99 for AMOS coders
F1-84 WORD PLUS+ PRO v1.3 £4.99 Want to know a word - get this! Used to sell for £14.95!
F1-86 LEGIONS OF DAWN £4.99 Sci-Fi Dungeon Master type game. Choice of several characters and loads of weapons.
F1-87 LEGIONS OF DAWN £4.99 hard drive version
F1-102 AURIGA £4.99 very decent Strider clone

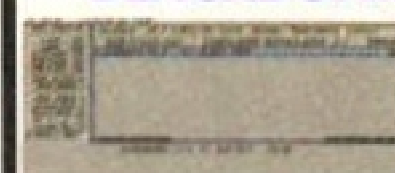
GRAC v1.10



Do you admire the commercial games cush as Monkey Island and other adventure games and wish you could program your own version? With the Graphic Adventure Creature v1.10 you can easily make a point and click adventure game like Relics of Deldroneye. This version fixes bugs in v1 and comes with an extensive manual for your reference. Get this now!

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BLACKBOARD 4



Part of the new F1 GOLD range this excellent image processor now comes with an extensive fully featured ring bound manual. The new version contains an online help routine, new file formats, new edit facilities, rotate pictures to any angle in 3D, new buffer routines with upto 99 pictures in RAM, new extensive preference links, thumbnail images, mash functions and new GUI frontend!

£8.99

INTRO TO DOS 2

WOW! Version 2 of the superb guide and introduction to Workbench and Amiga DOS. Version one obtained superb grades in a number of magazines - eg 90% in AUI and 92% in Amiga Shopper. Do you want to learn how to use your Amiga? This has twice as much information as the first version, with examples pictures. The easiest way to learn about DOS commands, the CLI or about Workbench.

£6.99

MAGIC PAINT BOX

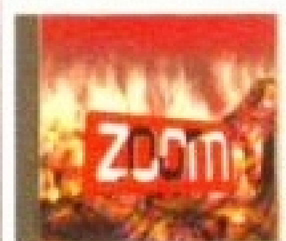
Magic Paint Box is a superb new paint program for all ages. Mainly aimed at children under 8 years of age this is suitable for parents to easily demonstrate to their children its simplicity yet powerful features. Excellent front end, 84 different painting tools and the ability to print full colour pictures direct from the program to any colour printer. Over 80 different paint functions! Comes with full reference manual.

£6.99

ZOOM

NEW - UPDATED VERSION

- **New Search Routine** — the multi-tasking search/find will seek file names or number
- **New 'Hot-Keys' Function** — just press 'S' for search or 'E' for extract, 'Help' for help!
- **New Separate List Buttons** — click a button for "Utilities" or "Demos" etc etc
- **Over 200 New Disks** — 200 new disks since Zoom 1 on 1st of June 1995
- **Restyled, Remastered** — new help and information guide, restyled artwork! Superb!



Do you want the latest PD CD-Rom that contains the latest PD to October 1995? Contains the greatest and latest PD from two superb PD libraries. The interface must be the most easy to use CD interface on any CD. Coded by the author of the great Deadlock disk magazine - just point, read about the disk and click to extract. Superb and very easy to use. The contents have also been updated so you get all the latest PD until early October 1995 and loads more as listed opposite. Comes with an on-line help routine, multitasking search routine and hotkeys function. If you want the latest or greatest PD software then look here! The CD contains well over 1100 disks, over 640MB's of data or 1.3 GIG's of public domain.



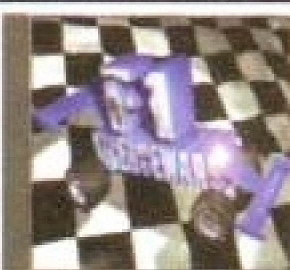
- Greatest & latest PD from October '94 to October '95 : Utils, games, demos, slideshows, education, disk mags and more! - *including most of this advert and loads of great PD software*
- NEW! 100 Klondike/Card Games Deluxe Cardsets
- Ground Zero's Themed Imagine Objects
- NEW! A great selection of Active Software Pro Packs
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F1 LICENCEWARE

volume one - F1-01 to F1-100



Sick of the run-of-the-mill old PD CD releases containg collections from pre-1995!?? This CD contains the complete collection of F1 Licenceware titles from F1-001 to F1-100. Over 100 titles or more than 200 disks! This CD is worth well over £500, if the disks were bought separately. There is something for everyone on the CD - games, utilities, tools, professional clipart and music, beginners guides, educational programs and much more. Some superb material is contained within this CD-Rom: Blackboard v3 (image manipulation), Ultimate Quiz 2 (general quiz), Word Plus Pro (originally valued at £15!), Fortress (strategy God game), Relics of Deldroneye (voted best PD game ever by Amiga Format), ERIC (voted second best PD game ever), Powerbase (databse program), GRAC (superb 'Monkey Island' style adventure game creator with 000's of copies sold on floppy), Introduction to WB (best selling F1 Title), Absolute Beginners Guide to AMOS, Junior Artist (kids paint package) or Tots Time (one of many kids educational programs). Use some of the professional music within your games, with no extra charges. What about the clipart for your DTP documents? AMOS programmers have a field day with this CD - AMOSzine, guide to AMOS and AMOS supplements. Something for everyone. With a very easy to use AmigaGuide© interface with 90% of the programs running straight from the CD. Remember that the programs are commercial, with copyright owned by F1 Licenceware. **All programmers receive a royalty for every CD sold.** **£32.99**



COMMERCIAL SOFTWARE - NOT PD!

THE AMINET COLLECTION

Aminet 5	Out of Stock		£-------
Aminet 6	June 95		£11.99
Aminet 7	August 95		£13.99
Aminet 8	October 95	[Out Now]	£12.99
Aminet 9	December 95	[Pre-Order]	£11.99
Aminet 10	February 96	[Pre-Order]	£11.99
Aminet 11	April 96	[Pre-Order]	£11.99

AMINET COLLECTION VOL.1 £22.99

The Aminet Collection is a superb set of four CD's for any Amiga user. Contains Aminet 1-4, PD from '93 to December '94. 4 GIG's of data!

AMINET COLLECTION VOL.2 £24.99

Aminet Set 2 is due out late November so make sure you pre-order your copy now. You can pre-order with a credit or debit card (your card won't be debited until despatch) and you will receive the Aminet Set the day after it's UK release. Be one of the first in the queue - call us today!

AMINET SERIES BI-MONTHLY

SUBSCRIPTION SERVICE

Every time an Aminet CD is released (usually bi-monthly) we will send it to you for £11.99 - pay by credit or debit card. Card debited on despatch.



AMINET SET 2 OUT LATE NOV

NFA AGA EXPERIENCE

NFA have been serving the Amiga 'scene' recently with an amazing amount of effort. Well known in the UK for their Bodyshop series, excellent AGA-only Word disk magazine and programs such as 'Balls', 'Boomin Eck' and 'enLock' present their first CD for the Amiga. Unlike other scene releases, this contains AGA PD from the last 3 years of which 90% will run straight from the CD! Contains the best WB3+ utilities and creative software (100MB), the greatest AGA games (100MB), high quality AGA slideshows (150MB), the most outstanding AGA demos (200MB), entertaining and informative disk magazines and the best of the rest including the licenced Amiga Reports and all the Amiga 'Doom' clones. NFA have also compiled loads of exclusive wares for the CD: slideshows, Klondike cards and more. All this and contained in superb exclusive raytraced iconified drawers set within a Magic Workbench environment makes the CD an absolute pleasure to use! This CD would make a superb Xmas present for any A1200 or A4000 user with a CD-Rom. **TRADE details and prices available on request.** **£19.99**



BRAND NEW RELEASE

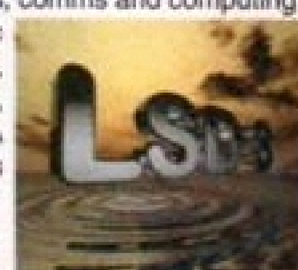
LSD VOLUME III

This CD contains hundreds of MB's of data from many sources, most of which have never before been included on a CD-Rom at the time of release! Contains a broad spectrum of software in both ready-to-run and archived formats: demos, diskmags, comms and computing, AGA and ECS anims and pictures, music modules, original clipart, source code, games (incl. ASI games from 221-250), utils, graphics, ready-to-run 'HD only' AGA demos, dozens of original WB backdrops and much more! AmigaGuide interface.

new release! **£18.99**

17BIT DIMENSION V

Following on from the highly successful Phase 4 CD-Rom this CD contains hundreds of megabytes of data from the 17Bit Software Amiga PD library. The 5th disc in this series contains only the very best, hand selected, software including demos, games, utilities, graphics, artwork, disk magazines, music modules and mucg more. The CD is centered around an AmigaGuide style interface which allows you to read about each disk and then un-dms the disks to floppy. You cannot un-dms to RAD: with this release.



new release! **£18.99**

SCI-FI SENSATIONS

SCI-FI Sensations is an exiting new CD-Rom containing over 1000MB's of science fiction images, music, animations, 3D objects for Imagine and Lightwave, sound FX, documents/text, themtunes, information and SCI-FI games. Categories include Babylon 5, Startrek (the Original, TNG, Deep Space Nine, Voyager and the films), Batman, Dr. Who, Thunderbirds, Robocop, Bladerunner, Aliens, 2001, Battlestar Galactica, TRON, Total Recall and many other films. All the information is ready to run from the CD. Amiga, PC and MAC.

new release! **DOUBLE CD-ROM** **£18.99**

TEXTURE PORTFOLIO

Phantasmagoria are a professional company, based in Bristol, providing textures and backgrounds for video, ray-tracing etc. This CD consists of 500+ 24Bit backgrounds and textures, it includes the very high quality 24Bit JPEG files for video, graphics and multimedia work, Targa's for PC raytracing and GIF for video titling applications. No wasted space on this CD-Rom - extensive tutorials. This CD comes with a full colour multi-page reference booklet for every single texture. A superb and complete collection for Pro's and Amateurs.

new release! **£29.99**

THE LIGHT ROM COLLECTION

VOLUME 3

Volume 3 contains 3 CD's containing over 4500 Lightwave objects, a showcase directory from artists across the globe, 700 textures, 3D landscapes, 1000 DEMs for Vista Pro etc, a collection of objects for Imagine, 3D Studio and Sculpt 3D. This CD is due for release in early November. A set of 3 CD's for under £50! Pre-order now!

VOLUME 1 £29.99 — VOLUME 2 £34.99

Vol 1 contains 3D objects, many example images, image sequences, scene files, surface attributes, bump maps and textures. Light Rom volume 2 contains 100% Lightwave and Toaster material with over 300MB of data that didn't appear on vol.1. A superb collection for any raytracer!

PRE-ORDER FOR £38.99

LIGHT WORKS

A superb compilation brought to you by Tobias J. Richter, reknown for his amazing spaceships of famous science fiction films. The objects are complex, highly detailed and seem very real due to the superb surface texture techniques used. Ideal for both experts and beginners. **£29.99**

FRED FISH

Fred Fish has been serving the Amiga market since inception with his excellent disk compilations. The Fresh Fish (double CD) CDs continue the trend. The Gold Fish CDs are compilation of the best from the Fresh Fish CDs. The best on the market! Fresh Fish 10 was released in October 1995.

SUBSCRIPTION SERVICE Every time an Fred Fish CD is released (usually 6/8 months) we will send it to you for £17.99 - pay by credit or debit card. Card debited on despatch.

SUBSCRIPTION SERVICE Subscribe to Gold Fish 3 for £22.99 (Xmas 95 release?) - pay by credit or debit card. Card debited on despatch.

ALL CDs £19.99

ADULT SENSATIONS 2

This CD is for adults only. New material such as new images, sounds, games, mods etc. If this material offends you in any way please refrain from purchasing the CD. Proof of age (18+ only) needed when buying this CD. No proof = no CD. We do not condone or supply hard core material.

new!! **£18.99**

Are You Ready? Coming Soon..... Watch this space for more Details



AMOS vol.2

This is an update to the first AMOS CD - the official library disks upto 638, general Amos PD over 200 disks. Also includes, ready to run, 1600 sound files, 100 sprite banks, 260 Ctext banks, 800 samples, music banks, several Amos and Amos Pro extensions. **£18.99**

SOUND WORKSHOP

Over 1 Gigabytes of data on this double CD. Includes MIDI files in various formats (MDI, MIM), hundreds of MB's of music to listen to or change/edit for your own applications. Over 5000 modules, 800 VOC files, 1000 WAV files, 1000 samples. **£28.99**

WS CLIPART

Must be nearly third in the most popular CD ever produced. Contains megabytes of B/W IFF bitmaps, colour IFF, proclips, EPS, Pagesetter, Pgs, IMG, Corel Draw and coloured brushes for Deluxe Paint. Bargain! This CD-Rom is suitable for Amiga, PC and MAC computers. **£7.99**

GIGA GRAPHICS

Giga Graphics is the ULTIMATE collection of graphics for the AGA Amiga. Over 10,000 images on this quad-pack CD. All images are in 24 Bit and HAM 8. Superb price for 4 CD's! Suitable for all AGA Amiga owners. Want a picture of a landscape? What about an animal? This is the place! **£34.99**

WS CLIPART

Must be nearly third in the most popular CD ever produced. Contains megabytes of B/W IFF bitmaps, colour IFF, proclips, EPS, Pagesetter, Pgs, IMG, Corel Draw and coloured brushes for Deluxe Paint. Bargain! This CD-Rom is suitable for Amiga, PC and MAC computers. **£7.99**

HOTTEST 4

This is a PD Soft collection of their PD library during 1994. Games, demos, utilities, animations, diskmags, pictures, samples, music modules and much more. Limited stocks left so get this CD at this low price NOW!! **BARGAIN!** **£7.99**

MULTIMEDIA TOOLKIT II

1000's of clipart, fonts, samples, modules and midi files. Many, many tools and utilities to improve your multimedia presentations. All the items run straight from the CD. Octamed 5.04, the full version, is included (with Aura support), support files from many Octamed experts. Over 50MBs of Midicraft midi files, samples and modules (Midicraft are professional musicians working with the Amiga to create their music). 200 MBs of Imagine and Lightwave objects. If you are a Multimedia fan then you should not miss release volume 2. **£22.99**

3D ARENA

A superb 3D CD that contains many objects for Imagine, Lightwave and Real 3D for the Amiga and PC computers. One exclusive aspect for this CD is the 24Bit Club's objects/images for Lightwave. You'll only find them on here! Also attribute files, tutorials, utilities. **£19.99**

SPECCY 2

Multi-platform CD with emulators for Amiga, Atari ST, Mac and PC. Loads of FAQs (Speccy related), games lists, wallpaper (.BMP) pictures for Windows and (.IFF) for Amiga. Over 100 different Speccy computer screens and loads of tape covers. Stuffed with over 150MB's of Spectrum games for a myriad of computers. sof .Z80 files.

new!! **£18.99**

WORLD INFO 95

Your virtual guide around the world. Travel to places you have never seen before, get informed about your next/potential holiday. Preparing for a geography test? All the info you need is here. 194 countries, 700 cities, covering many different subjects. You need to have Mosaic setup to run the CD. 256 colour Workbench is also recommended.

new!! **£39.99**

CD BOOT v1

This allows you to use any CD32 game on your A1200 or A4000. You can create a config file for every game. Comes with a complete English based manual and can run around 98% of CD32 games. **£26.99**

SOUNDS TERRIFIC

This CD contains over 1.2 Gigs of sound and music data. It will form part of any professional musicians library or amateurs collection. 4,600 modules, 14,000 samples, 568 Sonix scores, 4500 instruments, 302 octamed modules and more! **£17.99**

GFX SENSATIONS

A collection of the best graphics tools, 24Bit images, animations and a huge collection for Imagine and Lightwave users: Anatomy, animals, aviation, bathroom, botany, buildings, clocks, computers, food, kitchens, lamps, ships, space, sports and much more! **£16.99**

AMIGA EXPERIENCE

Contains demo and full versions of Amiga software. Includes full working version of Scala v1.13, Imagine v2, Vista Pro v1, The Edge v1.721, X-Copy, Clarissa v1.1 and demo versions including Image FX 2, Interplay, Turbo Calc v3, InfoNEXUS v2.5. All these are ready to run from the CD-Rom.

new!! **£24.99**

COLOUR LIBRARY

1700 colour files with categories such as Animals, Boats, Buildings, Cars, Cartoons, Cats, Computers, Dinosaurs, Dogs, Fantasy, Fish, Flags, Inserts, Maps, Medical, Military, Misc, Painting, Photo, Places, Planes, Sci-Fi, Sea, Space, Sport, Star Trek, Swimsuit, Trains, Wars! You asked for a colour clipart CD - here it is! Colour clipart for nearly every occasion.

new!! **£8.99**

C64 SENSATIONS

This CD gives you almost 10000 C64 megademos and over 600MB of software. Mega demos, games, utilities for the Amiga and PC computers. Latest versions of emulators for both machines (the commercial version of A64 v3 for the Amiga). C64 experts have searched high and low through C64 archives to put together a superb collection for Amiga and PC.

new!! **£18.99**

HOTTEST 5

Hottest 5 contains some of the very best games, demos, utilities, animations, slideshows and more from October to early February this year. This CD also comes with a 50-page black and white booklet and BBS support on the compact disc itself. **£15.99**

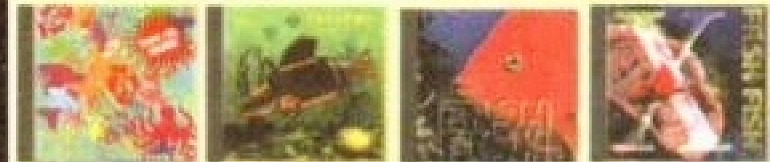
TEN ON TEN PACK

A Almathera collection, reviewed in this months magazine consisting of ten CDs. They are: Team Yankee, Pandora's CD, World Vista Atlas, Illustrated Shakespeare, CDPD1, CDPD2, Demo 1, Comms and Networking, Fonts & Clipart and Photo Library CD **£35.99**

UTILITIES 1-1500

The utilities 1-1500 CD contains the very best utilities and tools from PD Soft's library (mainly during 1994). Education, business, sound utilities, hobbies, emulators, programming, printer tools, virus killers and much much more! **BARGAIN!** **£7.99**

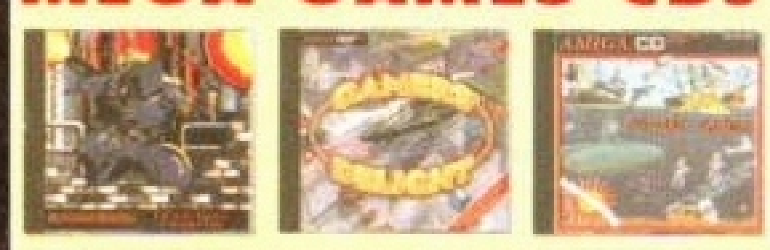
MEGA GAMES CDs



ASSASSINS 1 — GAMERS DELIGHT — POWER GAMES

A Mega-Bundle containing 3 superb CD's. The Assassins volume 1 contains over 500 games, many ready-to-run direct from a superb custom interface. CD32 compatible. Gamers Delight contains no PD games - solely Commercial stuff. Power Games contains tons of PD games, many ready to run from the CD.

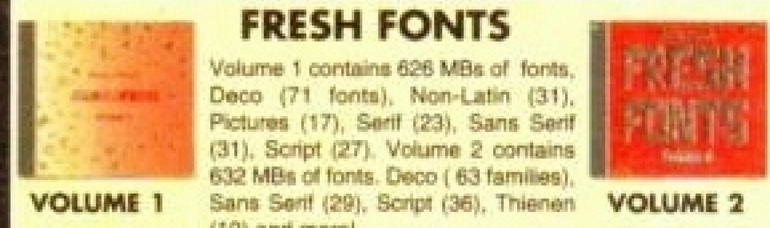
GET 3 CDs for £29.99



FRESH FONTS

Volume 1 contains 626 MBs of fonts, Deco (71 fonts), Non-Latin (31), Pictures (17), Serif (23), Sans Serif (31), Script (27). Volume 2 contains 632 MBs of fonts. Deco (63 families), Sans Serif (29), Script (36), Thienen (19) and more!

VOLUME 1 £14.99 — VOLUME 2 £16.99



ILLUSIONS IN 3D

Here is a CD with loads of 3D hidden pictures, the utilities you need to create your own images and also the objects needed to create the 3D "hidden" effect! Programs such as Stereogram to produce the image as well as hundreds of source files in a myriad of gfx formats.

new!! **£5.99**

HOTTEST DEMOS

This CD offers you hundreds of the finest demos. Spaceballs, Kefrens, TRSI, Complex, Scoopex, Silents, Sanity and Virtual Dreams are a selection of the biggest names here. 2000 floppy disks in DMS format with menu system. Plenty on here to keep any user or even a demo freak going for ages!

new!! **£18.99**

ASSASSINS 2

This CD offers you hundreds of the finest demos. Spaceballs, Kefrens, TRSI, Complex, Scoopex, Silents, Sanity and Virtual Dreams are a selection of the biggest names here. 2000 floppy disks in DMS format with menu system. Plenty on here to keep any user or even a demo freak going for ages!

new!! **£18.99**

MEETING PEARLS 2

Carrying on the excellent tradition this entire CD is run from HMTL "internet" style pages. More utilities, games, tools, music and Midi, FAQ's, PasTEX files and MB's of other data. This CD is similar to the Aminet series except it could be classed as more technical. **£8.99**

WS FONTS

Another popular Wierd Science compact disc. This CD contains 2000+ Adobe and CG fonts, some PS fonts, 500+ bitmap, 190 coloured, 240 IFF, 139 Pgs, 24 Prodraw, 500 Truetype, 132 PCX, 300 GDOS and more! **£7.99**

WS ANIMATIONS

A double CD animation extravaganza! All the animations are ready to run from the CD, through an Amiga Guide file system. Some stunningly large animations, some over 5MB in size. Suitable for both the Amiga and PC. **£17.99**

For under 100 quid *Imagine 3* offers a fully-featured 3D rendering system. "Not bad", enthuses Graeme Sandiford.



imagine 3.3

Anyone who has been involved with 3D rendering for a reasonable period of time will have, at one time or another, owned a copy of *Imagine*. It, along with Real 3D, has been one of the programs that put the Amiga at the forefront of desktop 3D graphics.

In fact, *Imagine* remains the most popular 3D package on the Amiga; a brief look on the Aminet would confirm this, since at least 80 per cent of the rendered pictures contained in the Pix directory were produced in one version of *Imagine* or another.



At last a decent object is supplied with *Imagine*. This Dodge Viper is quite tasty.

However, time has moved on and, although still respected, *Imagine* is no longer regarded as the best raytracing package on the Amiga. Programs like Real 3D and, especially, LightWave have stolen the high-end of the 3D market with the net result of *Imagine* selling at a substantially lower price than these two.

While this might mean that it is no longer the "bees knees", it is good news for beginners and keen amateurs, since for under 100 quid they can get hold of a fully-featured 3D rendering system.

Version 3.3 is actually quite a sizeable step up from *Imagine 3.0* and approximately 50 new additions and refinements have been made since we last reviewed version 3.0 in issue 61.

However, the overall interface has not been redesigned drastically, which would have been a bit much to ask from 3.0 to 3.3. The program still wears its dated front-end and quirky requesters with the result that while several enhancements have been made, long-time *Imagine*-users are not going to have to adjust to a new way of working.

Pretty much all of the changes that have been made to the interface have filled holes in the way *Imagine* operates.

For example, it is now possible to perform a quickrender from an attributes requester, rather than having to close down the attributes window, performing a quickrender and then opening the window again to make a change.

Another example of fixing the deficiencies of earlier versions is being able to change an object's attributes from the Stage editor. There are now two rows of user buttons available and *Imagine* has finally embraced AGA by supporting 256-colour screens.

While these changes may seem rather small, it shows that Impulse are listening to the demands and wishes of their customers and bodes well for version 4.0.

As well as these minor tweaks, there have been some quite substantial additions. A fine example of this can be found, once again, in the attributes requester where it is now possible to have a preview of a surface rendered on either a plane, or sphere, if you have a 256-colour screen.

This is particularly handy in giving you an idea of what the surfaces will look like, because it's now possible to morph between different surfaces by adding a morph value which determines a texture's, or brush's intensity.

Remaining with object attributes, there have been several new mapping types added which include: specular, hardness, shininess, brightness, fog length, index of refraction, ambient light and roughness. From this list of mapping-types, it should be possible to create an almost limitless number of different types of surfaces.

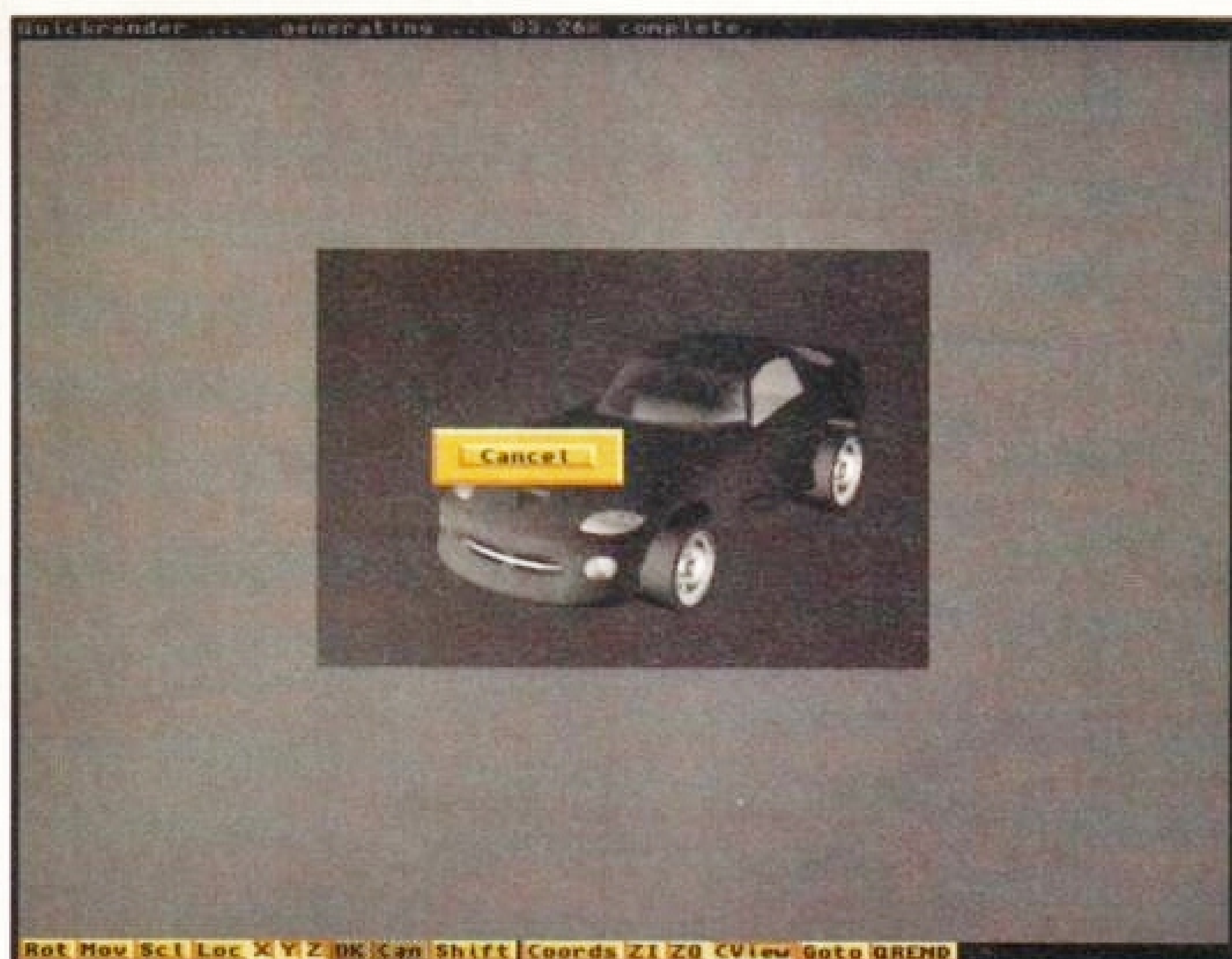
As a further aid to creating surfaces 24 quick attributes have been supplied to get you started. You can also select colour values for textures using 256-colour pickers that enable you to know what sort of effect changing a value will have before you do it.

It is now also possible to view brushes before they are applied to objects. To make handling textures and brushes easier, you can now move between them using next and previous buttons; give them labels that make them readily identifiable to the user and duplicate, drop, or disable them with a single click.

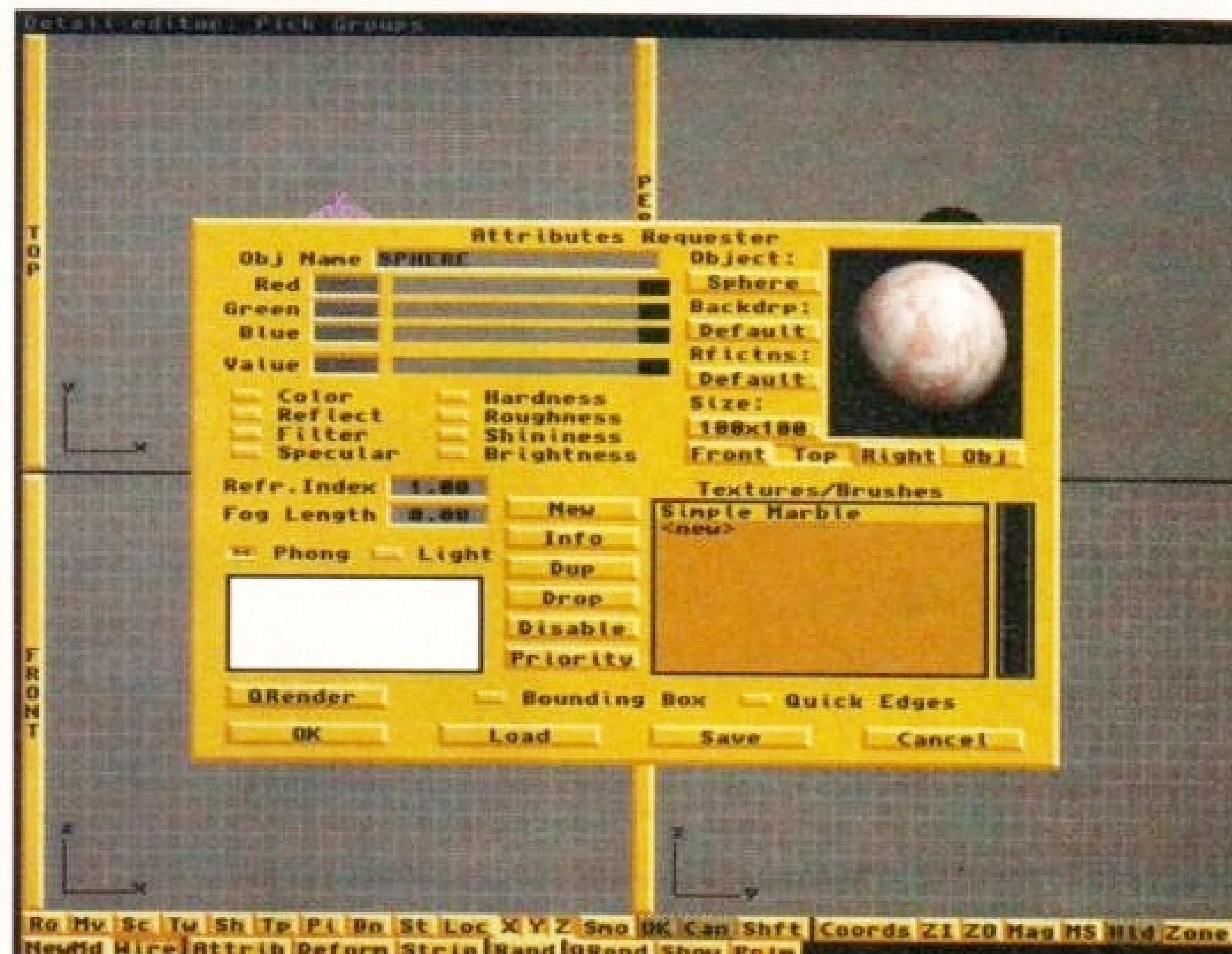
Being able to disable textures and brushes gives you the chance to see how removing one or several of them will change an object's appearance without the hassle of having to reload and reset them if you need to later on.

There is now a new backdrop feature that enables you to display a background image in editors to help facilitate rotoscoping – combining rendered with live action.

While we're on the subject of images, it's possible to display both pictures and animations from within the program. You can now use anim files as global brushes and backdrops, which is ideal for scenes involving flickering images or moving backgrounds, since you no longer have to load them in as sequences of single files.



Don't you just hate when you have to render a complete scene to see if one area is okay? Now you can use *Imagine 3.3's* preview and then stop the render.



Imagine 3.3's attributes requester has been beefed up and now has a 256-colour render of the current attribute, a Quickrender button and texture morphing.

Anim files can also be used as brushmaps which is great for animating surfaces. If you are able to use the hi-res, 256-colour mode, you will be treated to a 256-greyscale, real-time preview of a render. This is very useful since it may be able to spot an error without having to waste time doing a complete render.

Imagine's modelling tools, mostly the ones found in the Detail editor, have also been revamped. For example, the bones feature has been made a little less time-consuming with a new Smartbones option which doesn't require you to create a subgroup since it does it more or less automatically.

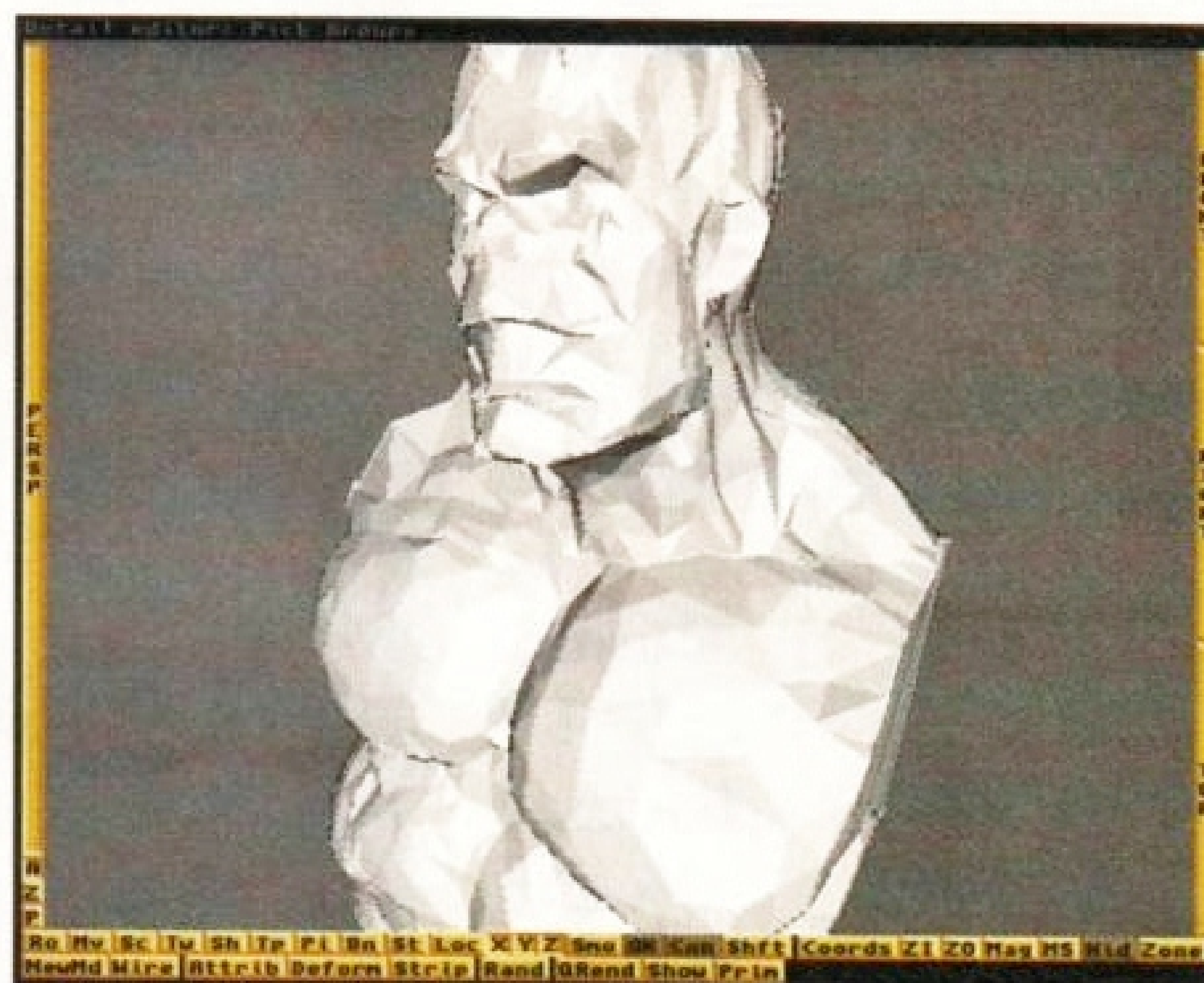
You can also stitch objects together seamlessly with a tool called Set/Fill Edge Line and make smoother objects with the Smooth Edge Line tool. Selecting object faces has been made easier with the addition of the Pick More and Hide Unpicked tools.

As well as all these basic changes, there are a few more subtle additions, such as some new textures, depth of field rendering and new global effects, like Cepia, Contrast, FadBlack, Melt, Negative, Toon and Solarize, which give you more control over how your renderings will appear.

The arming of *Imagine* with so many major and subtle new features is quite surprising since this is only meant to be a small upgrade. Many of the holes that have plagued the program have been plugged and it has been made marginally more usable, but it is still far from perfect. There are several glitches that can be a real pain in the neck – but, hey, *Imagine* wouldn't be *Imagine* without some glitches.

While it still lacks the brute power of Real 3D or the ease-of-use of LightWave, *Imagine 3.3* shows that it is still a force to be reckoned with. If this pace of changes keeps up, then *Imagine 4* should be an interesting prospect.

Mind you, *Imagine* may need all the help it can get with new challengers, like the feisty Cinema 4D, on their way.



This is one of the demonstration objects supplied with *Imagine 3.3* and shows what can be done with the Spline editor. Although it appears rough here, it renders smoothly.



Imagine 3.3 has a selection of new effects that can change the way that your images render. This image was rendered using the Cepia global effect, but there's also a cartoon effect that's quite good too.

IMAGINE 3.3

DISTRIBUTOR
Emerald Creative Technology
0500 749469

PRICE
£198.90 (rolling upgrade from 3.0 to 4, £99.95)

SYSTEM REQUIREMENTS
Hard disk.
3Mb of RAM recommended.

SPEED ●●●●
Thanks to a few tweaks the program's rendering time has been reduced.

MANUAL ●●
About as clear as a politician's conscience.

ACCESSIBILITY ●●●●
Things have improved quite a bit and there's not as much needed to open and close windows.

FEATURES ●●●●
Imagine has had a surprising number of both large and small new features.

VALUE ●●●
Just under £100 is quite a lot for a minor upgrade, but it does take you through to version 4.

"There's life in the old program yet."

85%

AMIGA GOLD FORMAT

Media Vision portable CD-drive

Another flash gimmick, or a case of servicing a legitimate need? Nick Veitch seemed like the right person to ask.

Seemingly, in a rather déjà vu situation most reminiscent of the home VCR market in the late Eighties, there are more and more "gimmick" CD-ROM drives appearing on the market. A few months ago we had the Aiwa, with its huge LCD display and audio transport buttons. It looked gorgeous, but is there any point, apart from impressing your mates?

The new portable CD-drive from Media Vision is slightly easier to justify. What is the point of having a portable CD-player, in this technological age, if it doesn't have a SCSI port to connect it to your home machine? Unfortunately, looked at from this angle, this device weighs in at around twice the price of a similarly featured portable CD from the High Street.

Looking at things from another angle, though, if you need a CD-ROM drive, you may as well have one that can be used as a personal CD player. The drive costs only £20-30 more than similarly featured CD-ROM drives, but with the advantage that you can slip it into the stylish carrying case and listen to audio CDs on the move. The case is designed to fit snugly around either the separate CD player, or the complete unit with velcro-covered access holes – a perfect CD companion for a laptop.

Features-wise, the drive is a multisession-capable, double-speed mechanism. By plugging the stylishly curved, caddyless CD unit into the SCSI base, you can attach it to any SCSI system via a SCSI2 connector. There are two SCSI ports on the back, just in case you need a through connection for other drives.

The standard SCSI2 connector is not widely supported by Amiga SCSI interfaces, but, fortunately, Power Computing are supplying the drives with a convertor from the rather more popular 50-way SCSI connector (as used by interfaces such as the Squirrel).

The Base module also includes a further space for batteries. You are going to need an additional eight penlight batteries to provide the correct voltages for SCSI transfer. Fortunately, there is a mains adaptor port, which can be used with either the standalone player, or the SCSI block.

The units fit together very well, and there should be no problems with bent or damaged connectors, because two solid rods guide the units together – the outer casing is more likely to break before the connector.

Once everything is connected up, the drive is more or less the same as any other double-speed CD, although a bit more stylish.

Amazingly, even without a caddy, the unit is perfectly happy to work in virtually any orientation and in tests the claim of 306K/sec seems to be perfectly justified – the unit certainly gives better sustained transfer rates than many other CD-drives, even using the Squirrel interface which has a PCMCIA bottleneck to contend with.

This is certainly the most viable portable CD solution we have seen so far. The clever design and stylish looks echo the exemplary performance, and I have little hesitation in awarding this product the finest accolade an Amiga magazine has the power to bestow.

EXTRA EXTRA!

As well as the CD-ROM drive and the mains transformer, the Media Vision pack includes a rather excellent padded carrying case, a Squirrel interface and a set of "multimedia" speakers, which connect either into the CD-ROM drive (with an extra lead), or into the back of your Amiga. With all this included at £199, the package seems to represent excellent value.

MEDIA VISION CD-DRIVE

DISTRIBUTOR
Power Computing
01234 273000

PRICE
£199.95

SYSTEM REQUIREMENTS
SCSI interface. Works with A4091, A3000, Squirrel and others.

SPEED ●●●●
A standard double speed drive, but sustained transfer rates are impressive.

MANUAL ●●●
Adequate instructions are included, so you should have no real problems.

ACCESSIBILITY ●●●●
The hardest thing to work out is which way round the carrying case fits. Supplied with software for Squirrel and CD tools.

FEATURES ●●●●●
It's hard to see what more could be added to this mechanism.

VALUE ●●●●●
Outstanding value-added price makes it competitive with many other "multimedia" solutions with the added advantage of portability.

"This brilliant CD-ROM system represents supreme value for money."

94%

CD-ROM ROUND UP

SPECCY SENSATION 2
EPIC MARKETING ■ 01793 490988 ■ £17.99



Ah, I remember my first home computer, like most people's it was a Sinclair ZX Spectrum. In fact, it was only the 16K model which made how much fun that could actually be had with it all the more amazing.

Back then, games only cost about £5; now, however, most computer games are in excess of £25. Bearing this in mind the *Speccy Sensation 2* CD-ROM brings back those Halcyon days in more ways than simply gameplay, since you get hundreds of games for just £19.99.

Of course, you also get a Spectrum emulator to play the games on. As it happens, the disc contains emulators for the Atari ST, Acorn Archimedes, Mac and PC, as well as for the Amiga.

There are also instructions on how to convert your old Speccy games. However, it should be pointed out that the legal grounds for doing this (and the CD in general) are a bit dodgy, although it is unlikely that most companies will be too concerned, or lose much money.

There are plenty of games that were missed out in the first *Speccy Sensation* CD and you'll find some real classics like *Yie-ar Kunfu*, *Arcadia* and *Doomdark's Revenge*, plus many more.

I soon found myself completely engrossed not only in the games, but also the memorabilia, such as pictures of the machine and of Sinclair products.

Like its predecessor this CD is a must of Spectrum addicts.



Re-live those Speccy years with oodles of games and pictures. **93%**

SCI-FI SENSATION
EPIC MARKETING ■ 01793 490988 ■ £19.99

This two-disc bundle is just what every sci-fi buff has been waiting for – absolutely tons of sci-fi goodies. The discs contain pictures, animations, games, backdrop wallpaper, samples, 3D objects, tools, information on your favourite shows and films, games, music and even sci-fi fonts.

Admittedly, the second disc is just full of animations, some of which you'll already be familiar with, but they are, on the whole, quite good. The images are perhaps the highlight of the discs with still images from almost every popular sci-fi film and TV series.

In short, these two discs should keep even the most rapacious of sci-fi fanatics occupied for a long time.





Get your fill of Star Trek, Aliens and so on for the next month at least. **89%**

FRESH FISH X
PDSOFT ■ 01702 466933 ■ £18.99

Since we last saw a Fresh Fish disc, its format has undergone a few changes. The contents are still organised in the same way, with a drawer for each type of software or file, but the disc sports a new front-end and search engine. They are a clever implementation of the AmigaGuide format and enable the user to search out and de-archive what they are looking for or are interested in. However, the search system is very slow.

The contents are solid, though they do have a heavy bias towards Comms and GNUC programming utilities. This is a strong collection and has all the new Fred Fish disks from 1001-1100.



A serious Amiga–users' disc – not for the faint-hearted. **85%**

Final Writer 4

Larry Hickmott picks up the latest version of *Final Writer* to see what's changed in this popular Amiga word processor.



Word processing on the Amiga is dominated by two programs, *Wordworth* and *Final Writer*. It would seem from the letters I get and the number of messages on the Internet, that *Final Writer* is blossoming into being many people's favourite word processor.

It's easy to see why when you look at the feature list which continues to grow ever longer as each upgrade hits the shelves. The latest version to be released is *Final Writer 4* and with it come a number of new features.

Final Writer is a word processor for the serious Amiga user. You will need a hard drive and at least 4Mb of memory in your Amiga to make good use of it, even more memory if you like to have lots of pictures on your page. The reason why *Final Writer* needs such a fair whack of hardware, is because of the large number of tools it contains.

Most of these are text formatting functions. No other graphics-based word processor on the Amiga comes close when it comes to the formatting of text, although the upcoming version of *Wordworth* promises to give *Final Writer* a run for its money.

Just two of *Final Writer's* most prolific features are style tags and "chapters" within a single document.

If that isn't enough, Softwood have now followed the lead of the major packages like *Word* on the PC, by introducing a grammar checker. This type of program has received bad press in the past and, on the face if, justifiably so. Grammar checkers do not, for example, know in what context a passage is written by the author and therefore can be tripped up easily.

Grammar checkers do, however, serve a purpose, just like spelling checkers, in that unlike the human eye, they don't miss the little things – something that is easily done when checking large amounts of text.

The grammar checker, by the way, is not just *Proper Grammar* bolted on to *Final Writer*, but a different system altogether.

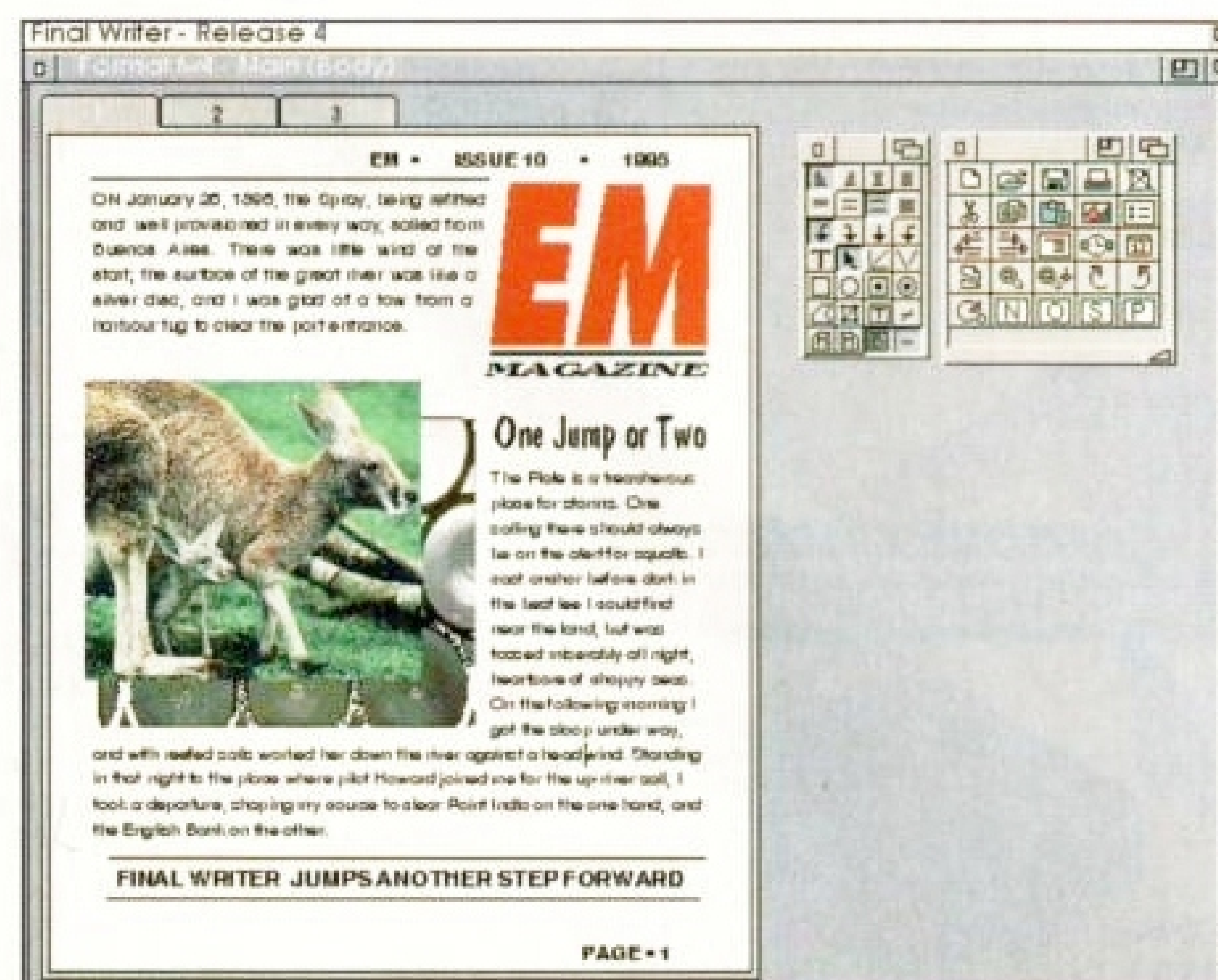
PUTTING A NEW FACE ON THINGS

Version 4 of *Final Writer* also sees the introduction of something called Clik Tabs. These are tab style buttons that help you navigate your way around a document. Whether it's going to a new page or a new section, Clik Tabs are designed to make it easier, a task they succeed very well at.

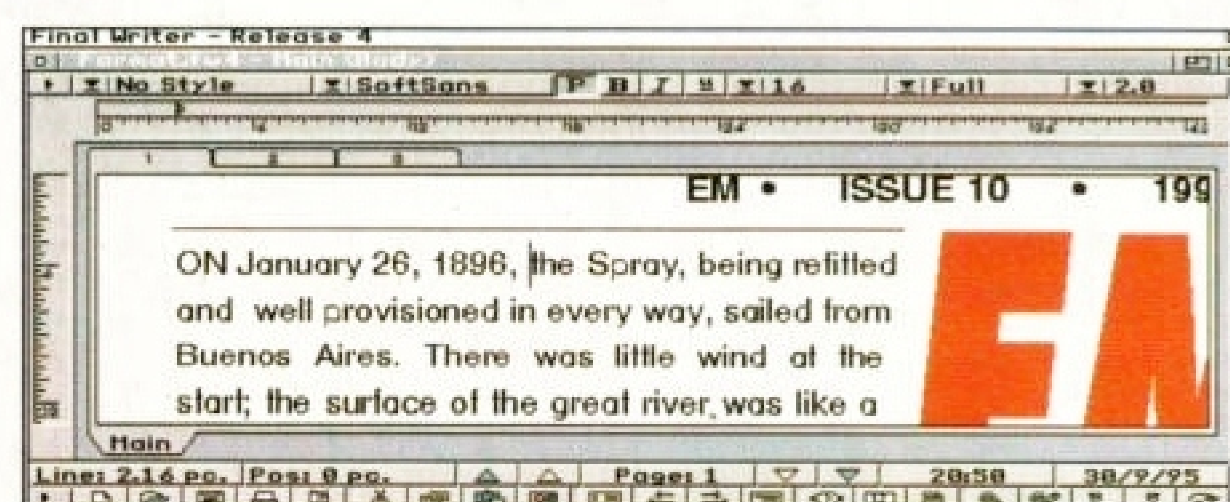
Many, though, have raised questions about how much space these tabs take up on screen, so I'd better



***Final Writer 4* still has the annoying habit of freezing while it remaps the colours in bitmap images on your page. This slows it down and the only way to avoid it is to get the program to hide all pictures.**



***Final Writer* has taken a large step forward with the addition of a grammar checker as well as some navigational aids for moving around a document. Many other functions, like tables, are still on the drawing board.**



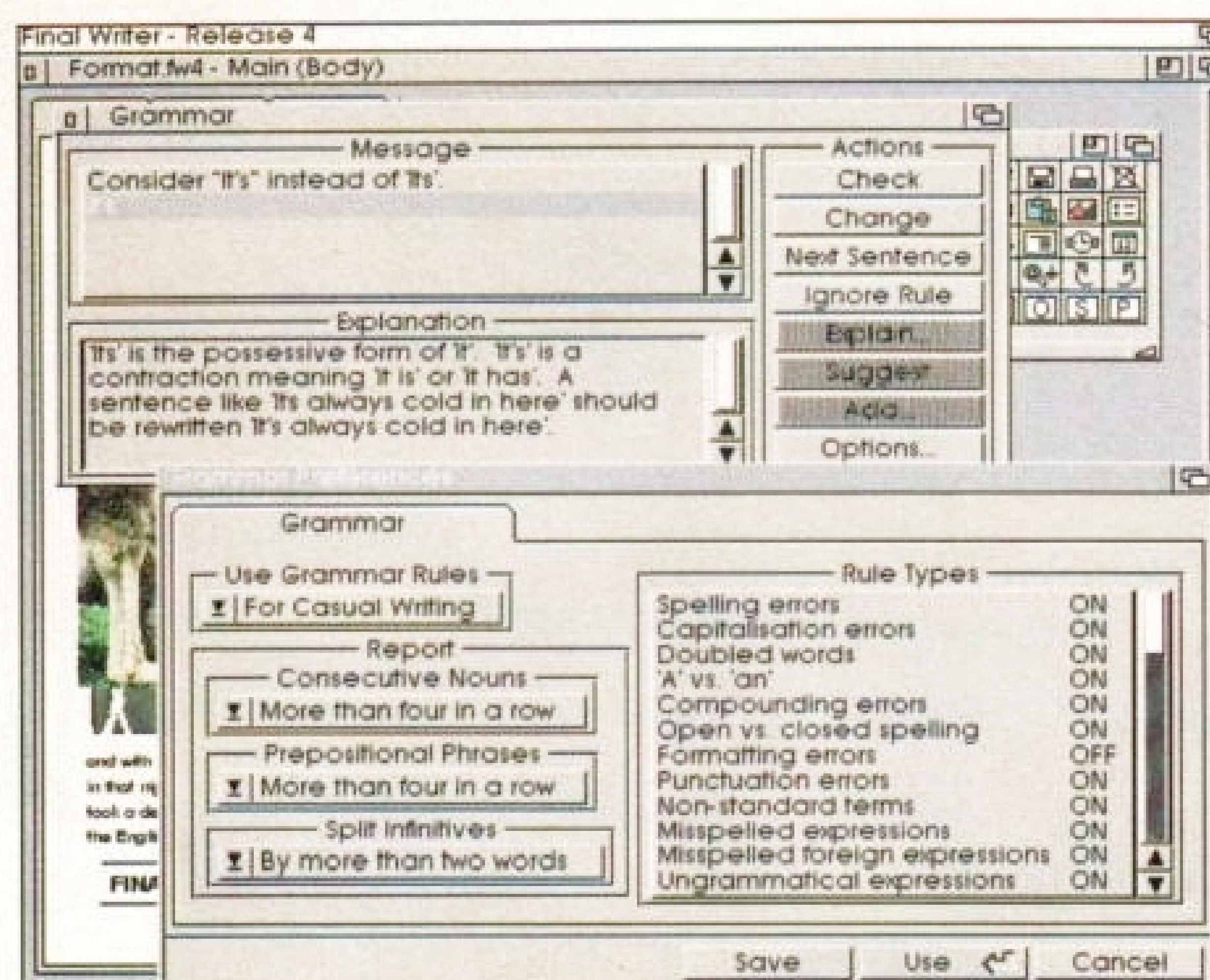
Go overboard and turn everything on when using a non-interlaced screen mode and you don't get a lot of space for editing your page.

FINAL WRITER VERSUS WORDWORTH

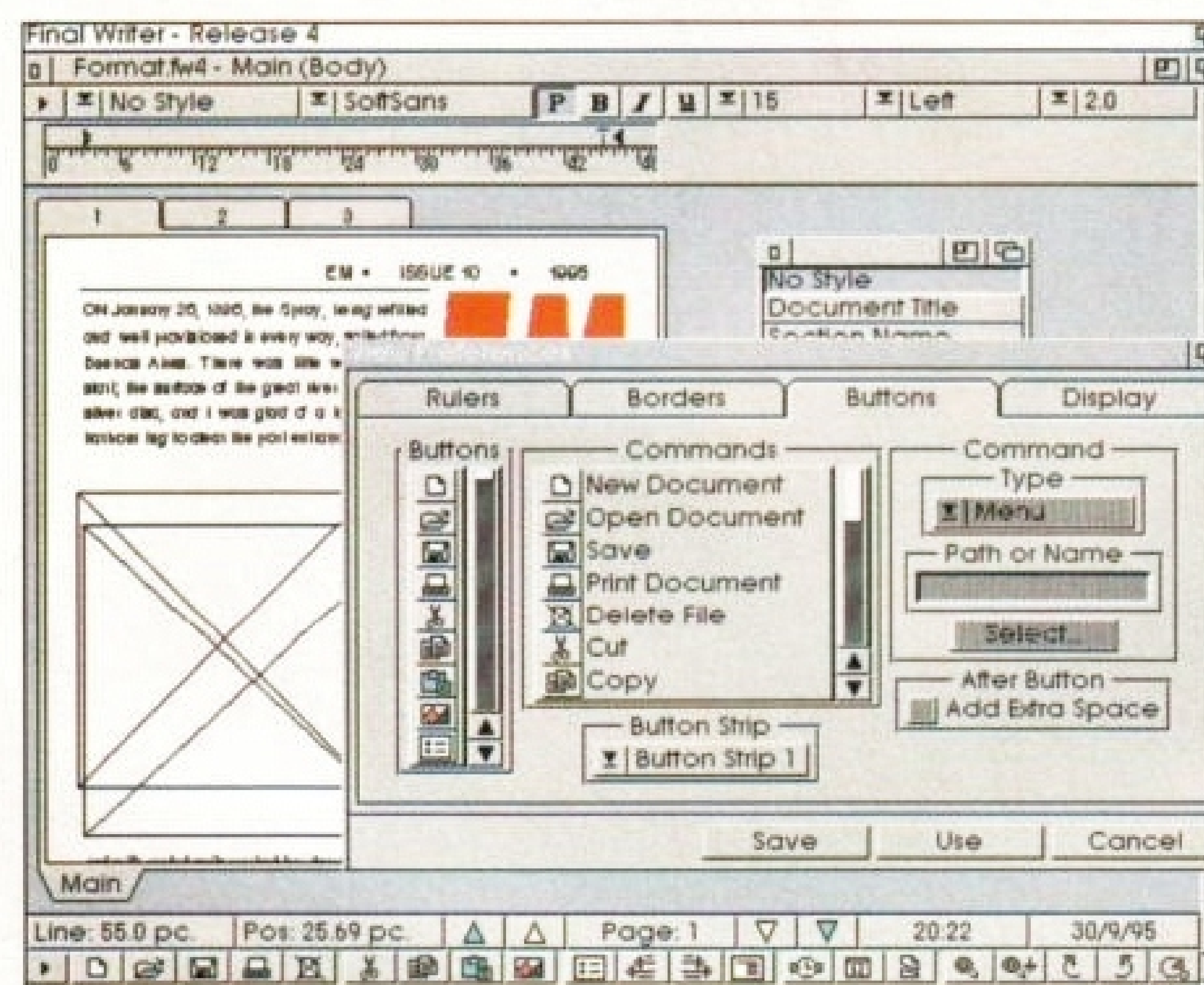
One of the most important questions anyone buying a word processor will ask themselves is: Do I need *Final Writer* if I already have *Wordworth*? The answer is a definite yes if you need the features not yet part of *Wordworth*. Here are a few pointers for you to consider:

Features	*Wordworth 3.1 r2*	*Final Writer 4*
Style tags	No	Yes
Asymmetrically stretch text	No	Yes
Multiple sections in one document	No	Yes
Grammar checker	No	Yes
Tables	Yes	No
Mail merge*	Yes	Yes*
Text effects	Yes	No^
PostScript	Yes	Yes
ARexx	No	Yes
Master pages	No	Yes
Spelling checker & Thesaurus	Yes	Yes
Text frames for multiple lines of text	Yes	No
Facing pages view	Yes	No

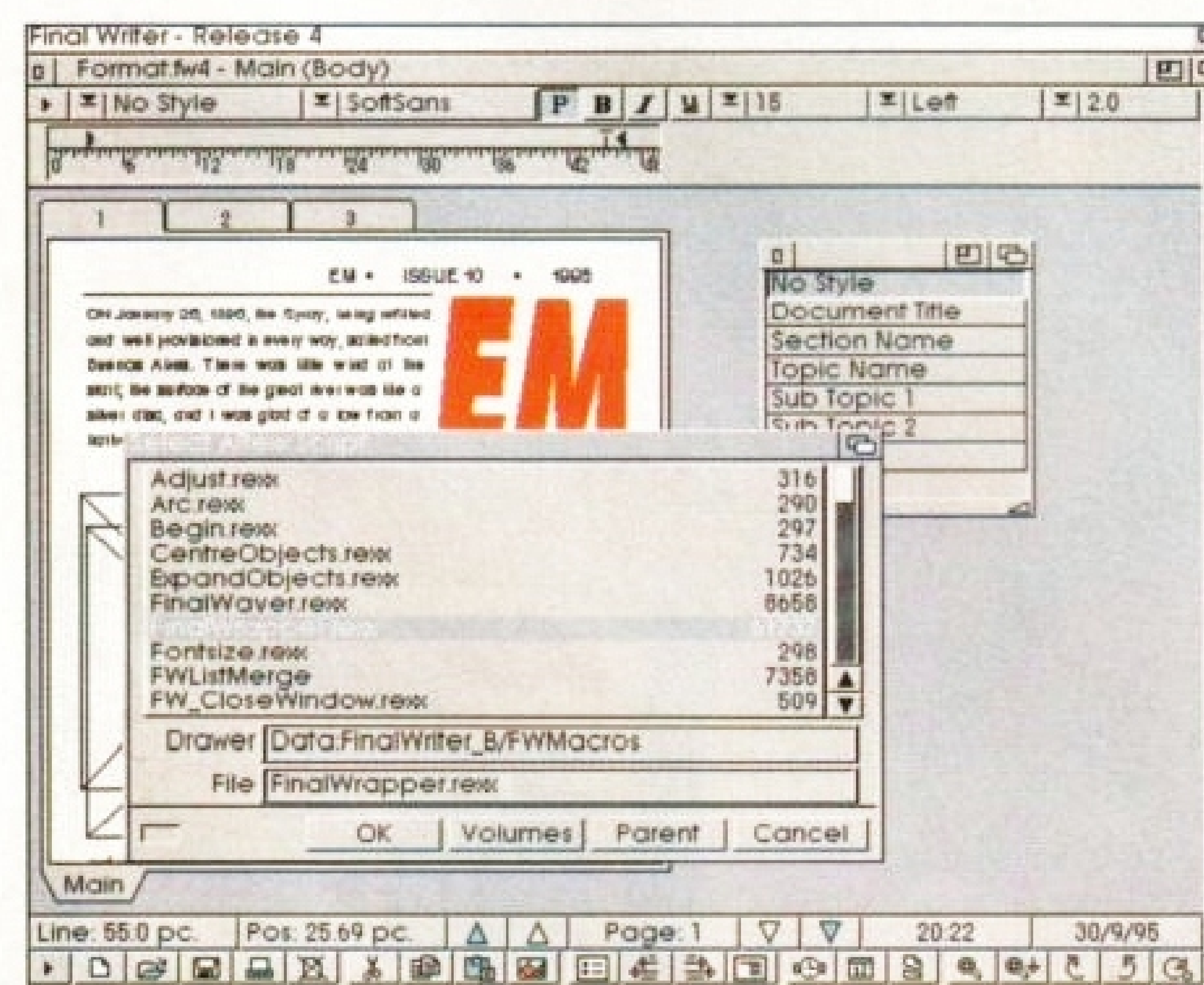
*** Only one record per page.**
^ Some text effects can be created using a shareware program called *Final Wrapper* which is more complicated to use than *Wordworth's* text effects engine.



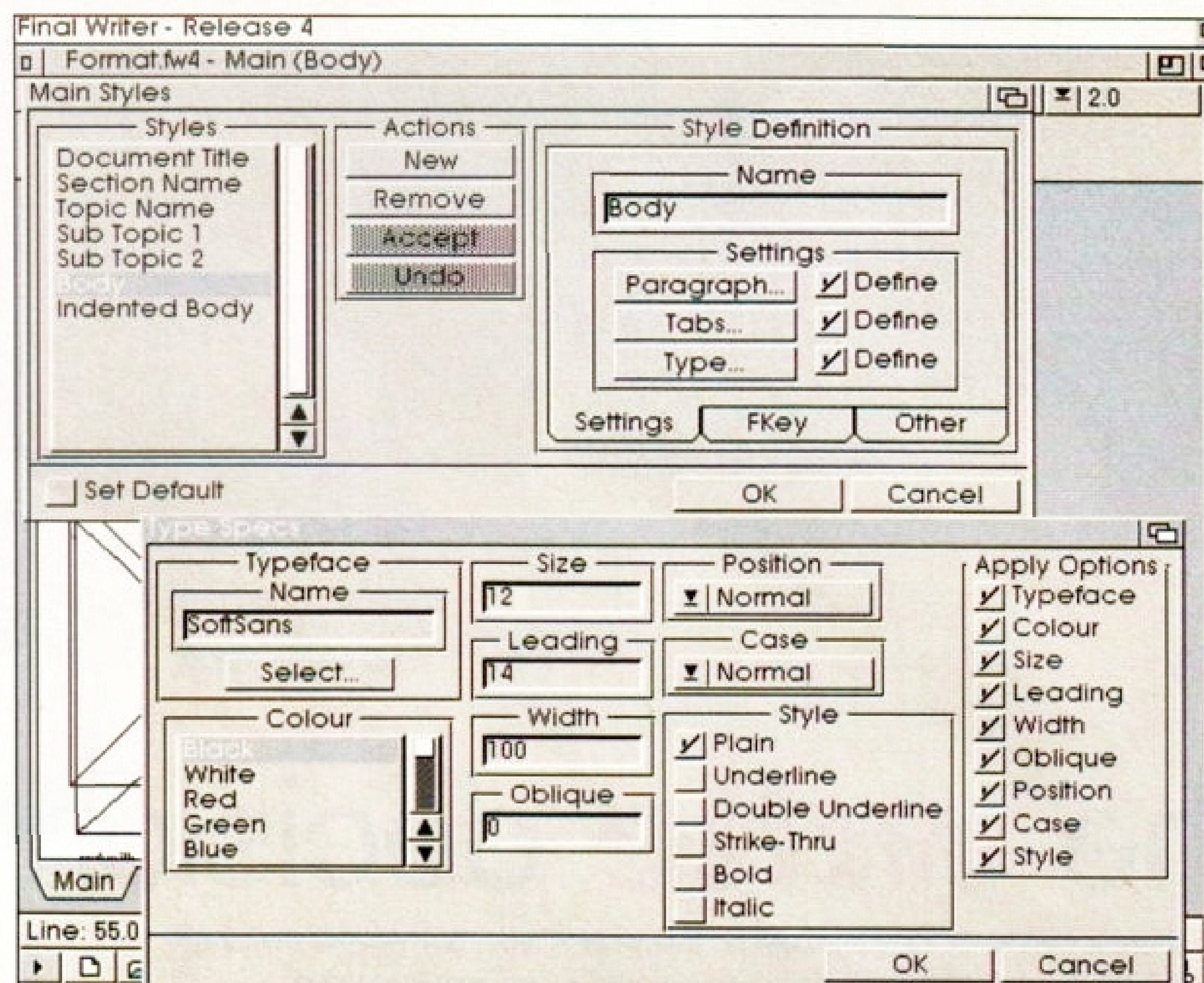
Grammar checkers do have their uses like picking up the incorrect usage of the word 'its'.



Final Writer 4 now has many preferences panels for configuring the look and functionality of the program, including what buttons you want in your tool bar.



Although underused by most Amiga-owners, *Final Writer's* ARexx port still lets you take advantage of programs like *Final Wrapper*.



Formatting text using style tags is dead simple with *Final Writer 4*.

point out that you can turn them off if you think they'll annoy you.

The interface has also seen the menus in *Final Writer* change quite dramatically, with many items having been taken out and placed in preferences panels, of which there are quite a number in *Final Writer 4*.

You can also now zoom in and out in five degree increments, making it easier to get a page to fill a screen. An information bar has also been introduced, giving you another method of navigating your way around a document, as well as functions for inserting items like the date into a document at the click of mouse button.

TURNING THE TABLES

Despite all these new features, there are many more that have not yet been implemented. Tables and text frames are two major ones still missing, but are being considered by Softwood. *Final Writer* is also still very slow when you have bitmapped images showing on the page. The way it allocates screen colours to an image can slow it down dramatically. Although the display of images can be turned off, it would be useful if Softwood could sort this out so we can have pictures showing on our pages while designing it, without being stopped in our tracks every time we flick between screens.

This, I'm sure, will be looked at since Amiga publishers are now going to great lengths to produce user-friendly word processors that can compete with other similar products on the PC and Macintosh. That said, though, the Amiga ones do have quite a way to go to catch up, but with competition between *Final Writer* and *Wordworth* hotting up, you, the customers, are the ones that benefit.

WANT TO KNOW MORE?

If this review has whetted your appetite for more information on word processors, then there are a number of other articles you should look for. In April's *Amiga Format* there was a really cracking look at three of the major word processors in the form of *Wordworth, Final Writer* and *Protext*. You will also find in December's *Amiga Shopper, Amiga Format's* sister magazine, a word processor Supertest of all the word processors currently available.

FINAL WRITER 4

DISTRIBUTOR
Softwood Europe 01773 836781

PRICE
£74.95

SYSTEM REQUIREMENTS
WB 2.1 or higher, hard drive and a minimum of 2.5Mb of free memory.

SPEED ●●●
Text handling is very fast, but add pics to your page and it slows down, unless images are hidden from view.

MANUAL ●●●●●
A thick brick, this manual covers everything in a user-friendly way.

ACCESSIBILITY ●●●●
The learning curve with a program so powerful is bound to be steep, so give yourself time to get acquainted.

FEATURES ●●●●
More text formatting features than you could ever need. Missing, though, are tables and text frames, as well as the ability to import pictures into a frame.

VALUE ●●●●●
With 100 EPS clip art images and 120 outline fonts bundled with this powerful word cruncher, the value of *Final Writer* is second to none.

"A truly superb word processor for all you budding authors."

90%

Final Data 2

Is it a bird? Is it a plane? No, it's a database/spreadsheet doppelganger. David Taylor explains.

Final Data is a program with an identity crisis. It doesn't seem to be able to decide what it is – a database or a spreadsheet. The result is a program that mixes the two and ends up as something that isn't ideal as either. But that might not be as bad as it seems. If used correctly, *Final Data* can be surprisingly powerful.

In essence, the program is a database that comes with a fixed design. It is separated into rows and columns, where the columns can be varied in width but the rows are set to one character deep. Hence the visual similarity to a spreadsheet. Into each cell (a box one row by one column, i.e. a single area for information) you can enter a variety of data. It can be text, numbers, date, or a calculation based on other cells. Since the first version, there has also been a RCalc option, which allows running totals to be calculated, and also a memo function.

The memo is to allow you to enter a mass of text and assign it to a small cell. Because the size of the cells is restricted to one line long (although the line can continue to scroll and isn't restricted to the width of the column), the memo overcomes the problem of being able to see a decent amount of text in one go.

This is a compromise to solve the restrictions that the row depth throws up and it works to a certain extent, but of course, you can't really compare two fields from different rows that contain this sort of information in the same way that you can with more configurable databases.

By now it's probably also apparent that there is no way of including any other media, such as pictures or sounds, into the database. That can be a useful function that some other databases allow.

PURE SIMPLICITY

However, *Final Data* does have a couple of areas that make it very strong. It's easy to use, making it ideal for the beginner who doesn't want a complex database that requires you to design its interface and tell it what sort of data will be stored and where it can find external viewers and images. *Final Data* is a simple point-and-click program.

Although the data is restricted to keyboard input, each field has several definable options. So numbers or calculations can be made in currency (anything from sterling to yen) and dates can be entered in different orders – for example, 25/12/95, 12/25/95.

Because the options allow you to operate on data and to display results of calculations based on constantly updated data, *Final Data* is also a pretty useful spreadsheet for low-level users. Again, it stands out as easy to use and you can have a fully-featured Finance Manager, getting your bank account up and running within ten minutes.

In addition to the functions mentioned above, version 2 has had a few more additions. It can now perform tasks like cutting/pasting and printing on selected rows and these rows, unlike in many other programs, don't have to be sequential, i.e. you can select rows 1, 3, 5, 6, 7, etc.

The database query is more powerful than just a find command, allowing you to make specific parameters – such as on a database of your finances you could ask it to find a withdrawal of more than £200 made by a cheque last year, or a cheque paid in by a certain person. In fact, anything at all you can think of.

There have also been "views" included, which allow you to divide a database into subsections. A database of cars could have views of saloon, sports, etc. and selecting a view would allow you to look at the cars in that section. The ARexx support has also been improved, which allows you to do things like fitting the columns into the screen.

Final Data 2 offers some of the functions that *should* have been in the first version. It isn't a big update. It performs as a database with some of the advantages of a spreadsheet and, as such, makes it an ideal double-program for low-level use and beginners. But power-users will soon find that they want more than it can offer.

Final Data – Release 2
FDVideo (14)

	No	Title	Starring	Director	Cert	Rating
1	1	Alien	Sigorney Weaver	Ridley Scott	18	75
2	2	Aliens	Sigorney Weaver	James Cameron	18	90
3	3	Aliens – Director's Cut	Sigorney Weaver	James Cameron	18	100
4	4	Alien 3	Sigorney Weaver		18	70
5	5	Robocop	Peter Weller	Paul Verhoeven	18	100
6	6	Robocop 2	Peter Weller		18	80
7	7	Hellraiser		Clive Barker	18	75
8	8	Hellraiser 3		Clive Barker	18	80
9	9	Excaliber	Nigel Terry	John Boo		
10	10	The Terminator	Arnold Schwarze	James Ca		
11	11	T2 – Judgement Day	Arnold Schwarze	James Ca		
12	12	Airplane				
13	13	Dune		David Ly		
14	14	Sleepless in Seattle	Meg Ryan			
New						

Hey, I bought it for my girlfriend, OK? Not mine, but resides with my collection.

Into each cell (a box one row by one column) of the database, you can enter a variety of data. It can be text, numbers, date, or a calculation based on other cells.

Final Data – Release 2

	Date	Transaction	Deposit	Withdrawl	Balance
1	26/9/95	Balance carried forward	£10.00		£10
2	28/9/95	Salary	£1,000.00		£1,010
3	28/9/95	Council Tax		£50.00	£960
4	28/9/95	Rent		£300.00	£660
5	28/9/95	Loan		£300.00	£360
6	28/9/95	Loan		£100.00	£260
7	30/9/95	Busking	£10.00		£270
8	1/10/95	Lottery	£1,000,000.00		1,000,270
New					
			£1,001,020.00	£750.00	

Final Data is also a pretty useful spreadsheet for low-level users. You can have a fully-featured Finance Manager, getting your bank account up and running within ten minutes.

FINAL DATA 2

DISTRIBUTOR
Softwood 01773 521606

PRICE
£39.95 (£10 upgrade from v.1)

SYSTEM REQUIREMENTS
WB 1.3+, 1Mb RAM. Impressively low system required.

SPEED ●●●●●
This program works fine and at a respectable rate, even on a standard A500+.

MANUAL ●●●●●
Very comprehensive, with an addendum for version 2. Details of what the ARexx scripts included do would have been nice.

ACCESSIBILITY ●●●●●
Ease-of-use is the program's strongest point.

FEATURES ●●●
Restricted to text and numbers, but with useful spreadsheet options. I had some trouble redefining columns, though.

VALUE ●●●
The upgrade shouldn't cost more than a fiver.

"Two programs for the price of one for low-end users."

80%

SEE PAGE 1 FOR MORE AMIGA SOFTWARE

An impressive collection of 3D modelling tools took Graeme Sandiford's fancy this month.

Snap Maps


Here are some of the building materials and fabrics available – check out the graffiti cement.

After being involved in 3D computer graphics a while most people pick up a number of the tricks of the trade, but it is always nice when someone else discovers them for you. *Snap Maps* might be considered just such a thing – a gem from an expert that should make life easier for you and help improve the quality of your renderings at the same time. *Snap Maps* act as templates for creating complicated or organic objects. There are two volumes currently available: Fields & Foliage and Building Materials & Fabrics.

The principal behind them is surprisingly simple and one that most experienced animators should be familiar with. *Snap Maps* are a cunning combination of several different mapping types: clip, bump and colour. However, where these collections differ from the other texture collections is that, because of the inclusion of bump and clip maps, they not only colour your objects, they can also add surface detail and actually change the shape of your objects.

These features make them ideally suited to help in the creation of objects that are difficult, or just plain fiddly, to make using more traditional methods. Since the clip maps are simply images they can be used with any Amiga 3D package, such as LightWave, Real 3D, Imagine, or Cinema 4D.

Their image-based nature also means that their application need not be restricted to 3D graphics, because with a little creativity it's possible to make good use of *Snap Maps* in video work, or as a useful compliment to an image processor.

So how do they work? All you need to do is add your colour map to an object, then its matching bump map and finally a clipping map, if it is needed. The majority of the time, when creating buildings or other simple objects, you'll probably only need to combine colour and bump maps, but, when you do combine all three types, incredible results can be gained in surprisingly little time.

As an aid to finding the maps that you want, there are plenty of example images provided, even though most of the maps are sensibly named and it's therefore easy to identify their contents.

This is just as well since there are quite a few files, especially in the Building Materials & Fabrics volume, that include such materials as brick, burlap, cement, chainlink, concrete, crossweave, fabric, gravel, lace, lattice, mesh, net, plush, ribknit, slats, stripecloth, tile weave, wicker and wood.

In the Fields & Foliage you'll find bark, fern, flower, fourleaves, grass, ground, hedge, ivy, lawn, palm, stems, stones, thinflower, threeleaves, twig, vine and wildgrass.

However, despite this huge list of potential objects these collections have another advantage in the extremely helpful manual which even explains how you can work around some of Imagine's limitations to get the best out of the maps. Added to this, you get a set of tutorial scenes for Imagine, Real 3D and LightWave. This is a truly impressive collection that should have you rendering stunning scenes, ranging from jungles to urban areas.


This example scene puts several maps to good use on simple objects.



Fields & Foliage contains a lot of hard-to-model objects, like grass.

SNAP MAPS

DISTRIBUTOR
Anti Gravity Products
001 310 393 6650

PRICE
$100 (£65) each volume, or $185 (£120) for both.

SYSTEM REQUIREMENTS
Hard disk and a 3D program.

SPEED ●●●●●
Snap Maps can save you a lot of time modelling and are quick to render.

MANUAL ●●●●●
The manual is extremely helpful and has plenty of examples.

ACCESSIBILITY ●●●●
If you have been using your chosen 3D package for some time, this should be a piece of cake and beginners can even learn a lot from the manual.

FEATURES ●●●●●
An excellent implementation of a simple, but ingenious idea.

VALUE ●●●●
£120 may sound a lot for a bunch of images, but you're getting a lot more than a that – a whole range of high-quality objects

"All those hard-to-make objects ready to go – hmm"

90%

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CANNON FODDER	12.99	—	19.99
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F17 Challenge	10.99	—	—
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F29	10.99	—	—
Fantasy Manager	8.99	—	—
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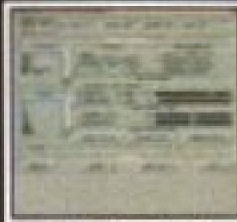
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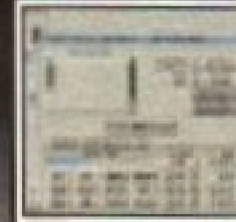

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Little Office consists of a powerfull Wordprocessing package, a spell checker, A diary system, a name and address database, and a powerful spreadsheet. Compatible with all Amiga's but Workbench 2 or 3 is recommended. Only £7.00

☐IFC7-3. LITTLE OFFICE


Around 100 scalable compugraphic fonts for use with Wordworth2&3, Pagestream, Workbench 2&3. High quality printout from 5point upto 100point. Only £7.00

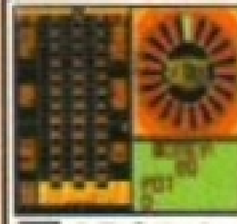
☐PSF7-3. COMPUGRAPHIC FONTS


If you've just got a new A1200 hard disk then to prep & install it correctly you'll need the correct software. This software comes supplied on 2 disks. The first preps & partitions your harddisk, the second install Workbench correctly. Only £7.00

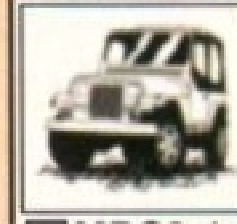
☐AHD7-2. A1200 HARD DISK INSTALLER


Now the weather is Okay it's time to put on your shorts and dig the garden. Now the best way to get out of doing this is to use the excuss that you are far to busy designing the garden to actual do it!. Only £3.00

☐GRN3-1. 3D GARDEN DESIGNER


If you like a little flutter now and then but don't like loosing *real* money the this is for you. The Amiga Betting shop contains four great gambling games. Roulette, Fuit machine sim, Horse racing etc. Only £6.00

☐ABS6-4. AMIGA BETTING SHOP


Mono Pagesetter clipart contains hundreds of great mono clipart images for use in any version of Pagesetter. Subjects include: Animals, People, Transport, Hi-tech, Computers, Sports, etc.... Only £3.00

☐MPC3-1. MONO PAGESETTER CLIPS


An essential collection of disk recovery & salvage tools for Workbench 1.3, 2 & 3. Weather a floppy of your Harddisk has concieved an error this package will see you allright. Easy to use. Only £5.00

☐DRT5-2. DISK RECOVERY TOOLS


There are over 1000 Amiga viruses currently "doing the rounds". So catching one isnt a hard thing to do. This collection of Virus killers is updated regularly, So you can be sure you'll be able to detect and kill all known viruses. Only £4.00

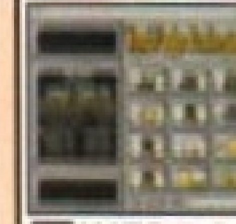
☐VIP4-2. VIRUS KILLERS


Girls, Girls, Girls is packed with full colour "GIRLY" pictures. all AGA 256 colours, suitable for the A1200 or A4000. Only £6.00

☐GRL6-3. GIRLS, GIRLS, GIRLS


Miscellanous colour clipart images. Around 100 in all covering: cats, dogs, cars, trees, planes, boats etc... Suitable for use in any Paint or Desktop Publishing package. Only £9.00

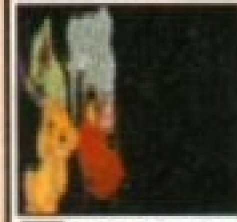
☐CCP9-5. COLOUR CLIPART


Word finder Plus is the most powerfull AMiga crossword solver available to date. Can solve anagrams, crosswords etc, contains a dictionary of over 50,000 English words, and you can easily add your own. Only £5.00

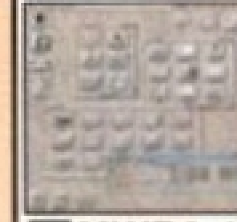
☐WFP5-2. WORD FINDER PLUS


If you've got a tempremental Amiga the The Engineers Kit is what you need. You can test your Drives, Your Hard disk, Memory, Keyboard, Sound chips, graphics chips, Mouse, joysticks etc.... Only £3.00

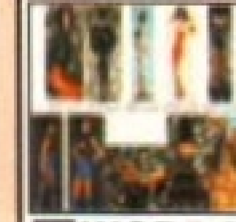
☐ENK3-1. ENGINEERS KIT


Over 130 top quality colour images from the Lion King cartoon film. Each image is stored as ready to use IFF so can be imported into ANY paint or Desktop publishing package. Only £6.00

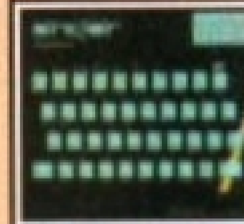
☐LKA6-3. LION KING CLIPART


Magic Workbench is an inavative replacement Workbench. Gives you a completley new 8 colour updated Workbench. A hard disk is highly recommended. Various extras disks are available seperatly. Only £3.00

☐MWB3-1. MAGIC WORKBENCH


A new two disk set of Workbench Girly bathing babes Backdrops all in 128 gloroius colours, suitable only for Workbench 3. Only £5.00

☐WGB5-2. WORKBENCH BACKDROPS

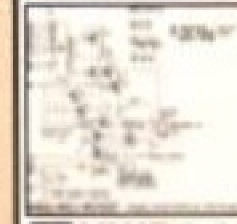

Play hundreds of classic Spectrum 48 games on your Amiga. This very easy to use Emulator will run on every Amiga, The faster your machine the faster/smoother the games run..... Games include: Skool daze, Manic miner, Little computer people, Monty mole, Startrek, The Sentinal, etc...

- Pack1. (SPE5-3) **Speccy em & 50 games.** Only £5.00
- Pack2. (SPG15-7) **100 classic games.** Only £15.00
- Pack3. (SPG35-33) **400 classic games.** Only £35.00
- Pack4. (SEH40-1) **Speccy em, 50 games and tape deck interface.** £40

☐SPECCY EMULATORS


The disk doubler can liturally double the space available on your hardisk. If you've got an 80mb drive you'll end up with over 130mb. If you've got a 320mb drive you'll end up with over 1/2gig hard disk. Only £5.00

☐EPU5-2. DISK DOUBLER


An updated 2 disk version.... Contains dozens of DIY hardware kits, like how to fit your A1200 into a mini tower PC case, build your own sampler, memory expansion, CD32 Link lead etc, etc. Only £4.00

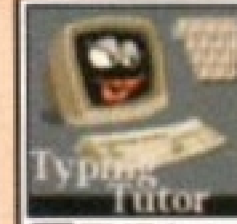
☐HWP4-2. HARDWARE PROJECTS


Three Stratrek games. Includes: Startrek the Arcade game. Startrek TNG, and the Original Startrek. Decompresses to SIX disks. Only £6.00

☐STG6-3. STARTREK GAMES

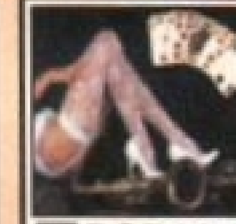

The Professional mono clipart collection consists of 10 disks featuring hundreds of VERY high quality mono images. All the most popular subjects are included like: Xmas, Animals, Transport, People, Eyecatchers etc. Only £13.00

☐GFX13-10. PRO. MONO CLIPART



Contains Three superb easy to use Typing tutors for the Amiga. Suitable for the complete beginner or anyone who at the moment types with one or two fingers... Only £3.00

☐TYP3-1. TYPING TUTORS


Play poker with some of the most Common and unatractive woman in the World. Includes digitised graphics and speech. for Over 18 only.... Only £10.00

☐DSP10-1. DELUXE STRIP POKER


Centrefold Squares is an original Adult puzzle game featuring digitized graphics. At this price, don't miss it. Only £5.00

☐CFS5-1. CENTREFOLD SQUARES


The Ultimate Chess & Tutor, suitable for any 2mb+ Amiga. Contains tons of Inbuilt speech, and great graphics. Suitable for the learner of semi-pro. Only £4.00

☐JIT4-1. CHESS & TUTOR



News maker is a simple to use colour Desktop publishing package. Import your own graphics, text etc. Compatible with all popular printer makes. Only £4.00

☐NRL4-1. NEWS MAKER


Create your own fascinating 3D magic eye images with ease. This package includes The Random Dot Stereogram generator and a number of ready to use images. Only £3.00

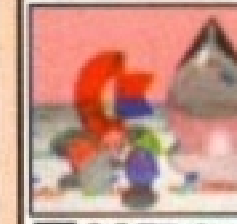
☐RDS3-1. MAGIC EYE KIT


A huge collection of top quality professionally finished 3D Lightwave objects. Includes : Soul Hunter, Delta fighter, Vorlon space craft, B5 Station, 2 jumpgates, Nebular space dust and more. Requires Lightware. Only £7.00

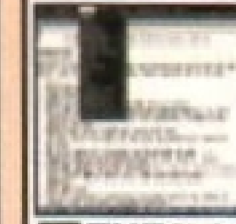
☐BFO7-4. BABYLON 5 OBJECTS


With this language tutor you could learn to speak either SPANISH, FRENCH, GERMAN, ITALIAN OR JAPANESE. Easy to use, and easy to understand???? Only £8.00

☐LTP8-4. LANGUAGE TUTORS


Basically this is a 3 disk compilation of tools which should really have been on Workbench. eg: Virus Killer, Fast text editor and displayer. Menu system, File manager, A few Workbench games and more. Only £7.00

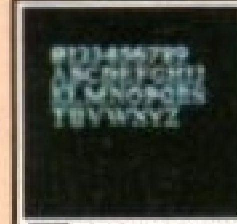
☐SCF7-3. STUFF COMMODORE FORGOT


Text Engione V4 is the easiest to use Wordprocessor package available on the Amiga. It even includes a compitent Spell check feature. Suitable for all Amiga's. Only £3.00

☐TXE3-1. TEXT ENGINE


Every Amiga Emulator includes emulators for : Gameboy, Commodore 64, Commodore VIC20, Various IBM emulators, Spectrum emulators, Sinclair QL, Atari ST etc. Only £5.00

☐AEP5-3. EVERY EMULATOR


Hundreds of Very high quality professionally finished colour clip fonts for use in any Paint package. Excellent for Video work, demo making etc. Only £5.00

☐CCF5-2. COLOUR CLIP FONTS


A new replacement 2 disk Workbench that features: Startrek Icons, Backdrops, and amusing sound samples whenever you do anything wrong. Only £5.00

☐TNG5-2. NEXT GENERATION WB


Classic Board games includes Amiga variations of Scrabble, Monopoly, Cluedo, Backgammon, Chess, Othello, Tiles, Tic-Tac-Toe, Cribbage etc. Only £10.00

☐BDG10-4. CLASSIC BOARD GAMES



100 high quality Amiga Bitmap fonts. Suitable for use with almost any Amiga package, Including DPaint, Workbench, etc Font sizes start at 6pt upto 50pt. Only £7.00

☐FNT7-3. FANTASTIC FONTS


Get your finances in order with this unique collection of home finance software. Keep track of your monthly outgoings: Petrol, Gas, Electricity, Mortgage, Rent etc.... Only £7.00

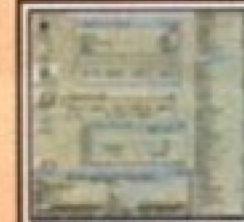
☐FIN7-3. HOME FINANCE


A collection of Lottery Winners. Help your self beat the Lottery with this superb disk. Every week let your computer generate the Winning? numbers. If you play the Lottery then get this disk....... Only £5.00

☐LWP5-1. LOTTERY WINNERS


Arcade classics V2 contains variations of classic games like: Space Invaders, Frogger, Missile command, Asteroids, Q-Berts, Omega race, Centrepede etc. Suitable for any Amiga. Only £5.00

☐ARC5-2. ARCADE CLASSICS 2

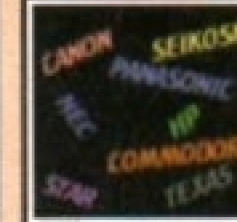

Amiga Power tools includes dozens of the most usefull & most powerfull utilities available. Virus killer, text editor, Menu maker, Sound & grapghis tools, and loads more. Requires Workbench 2 or 3. Only £5.00

☐ATC5-2. AMIGA POWER TOOLS



Password protect you valuable Hard drive information with this extensive and easy to use Password and File encryption tool. Only £10.00

☐PSW10-4. PASSWORD SYSTEM



A collection of over 100 popular and more unusual printer drivers. Supports the canon, Panasonic, Star, range of printers aswell as undreds more..... Very easy to use installation procedure. Only £3.00

☐DRV3-1. PRINTER DRIVERS


If you've just purchased your Amiga you may be a bit boggled how you use it properly, Well this five disk set take you through the CLI/Shell, Workbench step by step showing you every thing you need to know. Only £9.00

☐ABG9-5. AMIGA BEGINNERS GUIDE


Our Catalogue disk contains information on over 4000 public domain disks, CD-ROM titles, Packs, and ordering information. Only £1.00

☐CAT1-1. CATALOGUE DISK.


Classic card games consists of around a dozen superb card games like Poker, Solitaire, Craps, Montana, Pontoon, Blackjack, Klondike, Spades, Golf, Rummy and more..... Only £10.00

☐CRD10-4. CLASSIC CARD GAMES


Essential for Beginners is a collection of files essential for the smooth uninterupted use of your Amiga. All the most asked for libraries and Viewers are included like More, Muchmore, PPmore, etc Only £2.00

☐EFB2-1. ESSENTIAL FOR BEGINNERS


Startrek Magic Workbench backdrops. An interesting 2 disk collection of Magic Workbench Startrek 8 colour backdrops. If you love Startrek you'll love these. Only £5.00

☐STB5-2. STARTREK MAGIC WB

EPIC Marketing
Victoria Centre,
138 Victoria Rd,
Swindon, Wilts.
SN1 3BU. UK

Mail Order Hotline. E MAIL epic@epma.demon.co.uk

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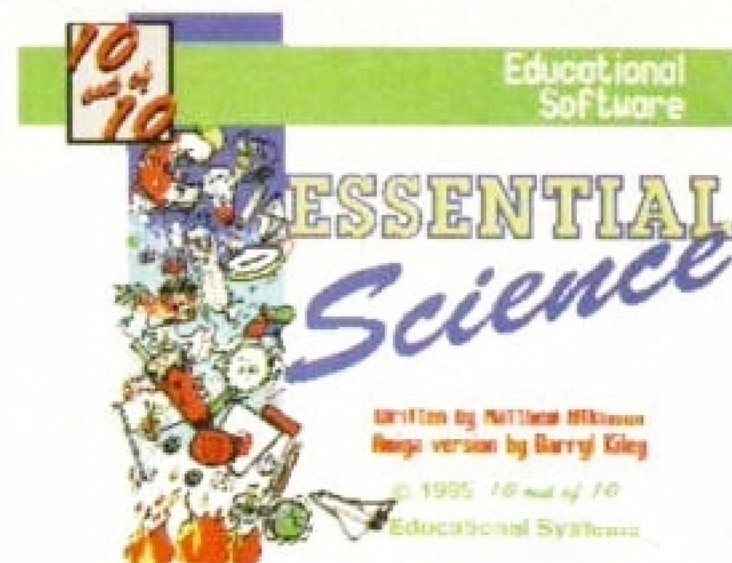
The EPIC Collection CD

The EPIC Collection CD ROM contains all the above titles and hundreds more. All DMSed onto an inavative GOLD CD ROM which you can update..... (see our CD add for details) ***CD100* £59.95**

Available to buy Now!!!!

We are open Monday - Saturday 9.30am - 5.30pm. Cheques & Postal orders accepted. For UK orders please add a total of 50p. Overseas orders please add £1.00 per title. Most orders are sent within 48 hours. All titles work on all Amiga's unless stated. E&OE

Essential Science



Get children used to computers at the same time as they learn about science. What could be better? David Taylor goes back to school.

This title is aimed at teaching children between the ages of 5 and 12 about the basics of science. There are six games and each game has three levels of difficulty and several levels of play, each level dealing with a different aspect.

So, one game might start off with the relatively easy task of reading digital clocks (with different difficulty levels dictating how easy it is to select the answer, i.e. relating to gaming skills, not knowledge). Then, the next level will deal with a completely separate area, such as placing animals within their groups, like mammals or insects.

The program allows the child to progress up levels only after gaining a level of competence on the first level. There's a high score table for them to keep track of their achievements and the program awards medals for success, as well as a chance for bonus points if they excel. There is even the chance to print out certificates to encourage them.

Some of the games are genuinely helpful and educational, whilst others leave a lot to be desired. Microscope, for instance, asks you questions to which the answer can be found in the shape of a poorly drawn graphic under one of the holes on screen. Let us not dwell on the worst game, though.

The games differ in the way they are played. One is a *Space Invader* clone, where you must shoot the correct answer, whilst another requires you to guide a man through a minefield to the answer. Most of the questions are fine, but some are bizarre. For example: "Some people own a pet...? Answer: duck".

It just seems that some of the questions aren't particularly science-based. I'm not talking about reading thermometers which seems numbingly easy to adults, because these are skills needed and taught in school science lessons. The ones that worry me are the ones to which the answers are either odd, or the questions seemingly pointless. "Which of the options is a solid at room temperature?, Answer: soap flake". That, I'm sorry, is not a great deal of use in science. It might be true, but it isn't likely to crop up in a school test.

There are a few other points that should be considered. The specified age range is 5-12. Whilst the blocky graphics might appeal to 5-year olds, 12-year olds will be shouting "Lame" and returning to their Sony Playstation for another bout of *Tekken* before the loading screen has disappeared.

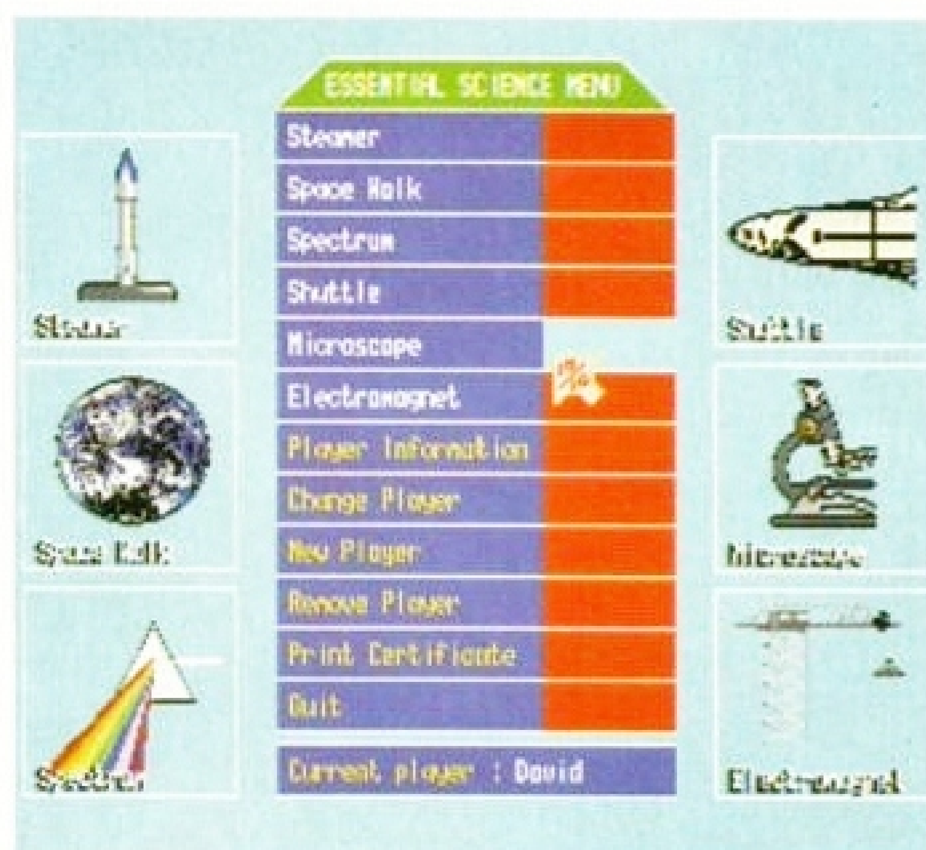
Add that to the fact that some 12-year olds are starting to know more about computers than their parents and that they can probably program a more impressive game than these, and I think you can see we're talking about a maximum age of 10 really. The only problem is some 10-year olds might have trouble with the answers. The result is a set of games that is not going to retain the older child, but has a top level beyond that of the younger.

10 out of 10 have produced some very useful products. This isn't the best. It has limited appeal, but could help children, although they won't be playing it for a full seven years (did you expect them to?).

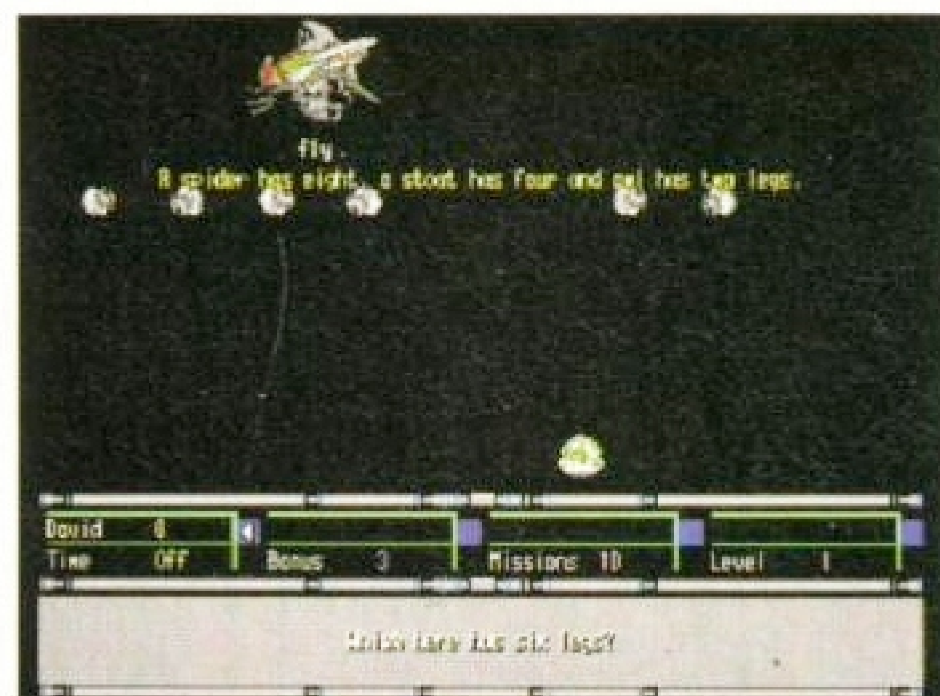
I think that the developers need to look at the structure of their games and make the questions tighter. They also need to be aware that we no longer live in a world where even children will be impressed by C64 graphics.

Your children can learn from this title, but they won't be rushing home to load it, which rather defeats the object.

There are six games on *Essential Science* and each game has three levels of difficulty and several levels of play, each level dealing with a different aspect.



There's a high score table for the kids to keep track and the program awards medals for success, as well as a chance for bonus points if they excel.



One of the games is a *Space Invader* clone, where you must shoot the correct answer. Most of the questions are fine, but some are somewhat bizarre.

ESSENTIAL SCIENCE

DISTRIBUTOR
10 out of 10 0113 2394627

PRICE
£25.95

SYSTEM REQUIREMENTS
1 Mb RAM and a child

SPEED ●●●
Loading each game separately is a bind and not fast.

MANUAL ●●●
Printed information on each level would have been helpful for parents.

ACCESSIBILITY ●●●●●
Kids can't go wrong.

FEATURES ●●●
Some games are great, others not so and some of the questions are suspect.

VALUE ●●●●
Your child can easily get £25 worth of learning from it. Have you seen the price of private tutors?

"10 out of 10 must look at giving the games a more up-to-date interface."

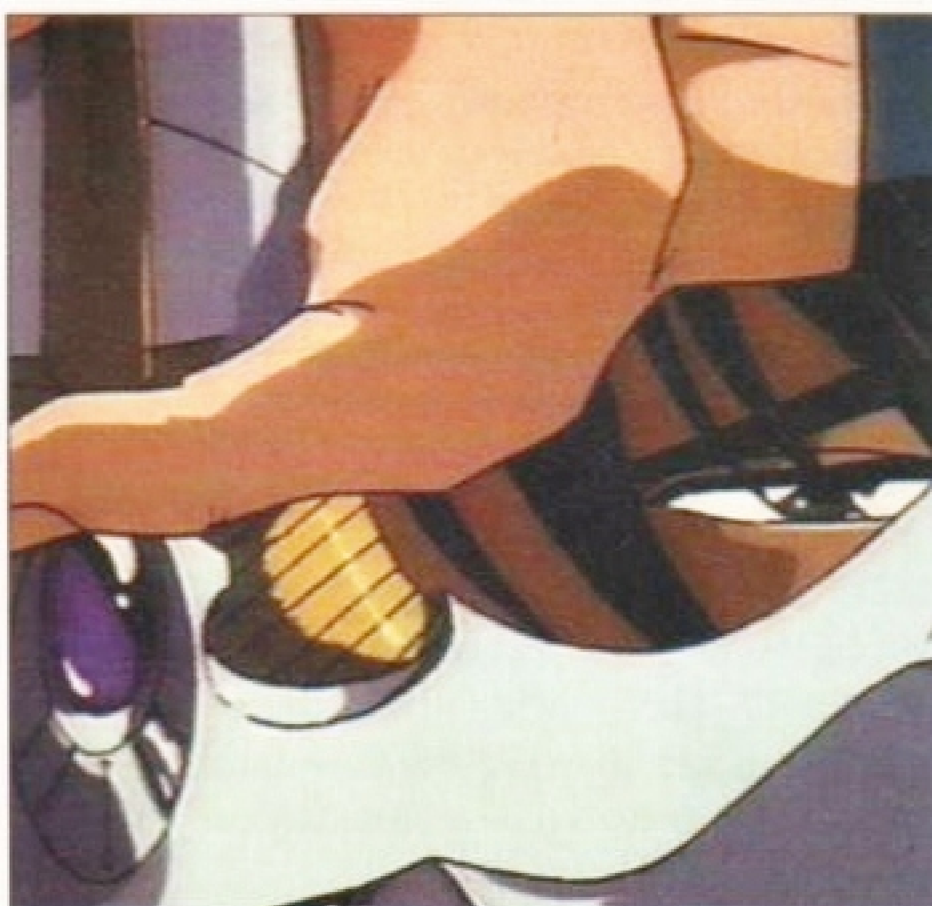
73%

Workbench

Life is full of mysteries and the Amiga is certainly no exception. Graeme Sandiford knows all about the quiet strength and willfulness of his favourite machine. So, send your queries to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.



Aside from being a decidedly good digitiser and teletext decoder in one, the Pro-Grab 24RT Plus...



...also incorporates virtual memory without an MMU, so the size of your grabs are not limited by memory.

IF YOU HAVE A QUERY...



Graeme Sandiford

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:

- Be concise.
- Detail the actual problem as best as you can.
- Describe the events that caused the problem.
- Give full details of your equipment.
- Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.

Bear these points in mind and fill in, photocopy, or copy the form below as best you can.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW

Your Amiga:

○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

Kickstart version:

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Workbench revision:

○ 1.2 ○ 1.3 ○ 1.3.2
○ 2.04/2.05 ○ 2.1 ○ 3.0

Total memory fitted ____________

Chip memory available ____________

Extra drive #1 (3.5in/5.25in) as DF: manufacturer: ____________

Extra drive #2 (3.5in/5.25in) as DF: manufacturer: ____________

Hard disk: ________ Mb as DH ________

Manufacturer: ____________

Extra RAM fitted – type, size (Mb) and manufacturer ____________

Details of other hardware: ____________

PROBLEMS, PROBLEMS

I have got an A1200 and a Seikosha SL-95 printer and I am thinking of getting a hard drive. I have had this set up for around two years now and now that I am more experienced I want to upgrade, but before I do I have a couple of questions.

1) I was looking around in the PD section when I saw a program that turns hard drive space into memory without an MMU – is this true?

2) Can the PC emulator in the PD library run programs that are meant for a 486 and is there a hardware PC emulator that will fit into the expansion port of the PCMCIA slot of an A1200 and run 486 programs? If there is, please can you tell me where I can buy it from?

3) I have an Seikosha SL-95 colour printer – should I sell this printer and get a Panasonic KX-P2135 or any other printer you could recommend, or should I stick with it.

4) On page 86 of issue 72, there is an advert of a CD-ROM program that reckons it can write on CDs using a normal CD drive like the Zappo or overdrive – is this true and, if so, why don't people buy a CD drive and one of those CDs that you can record on and use it as a hard drive? It would be much cheaper and every time one CD is full you can go and buy another one.

5) I have a copy of *Wordworth 3.1SE* and I want to use some PC graphics on it so I copied the PCO icon from Workbench on to *Wordworth*, double-clicked and double-clicked again, and got a requester that said "PCO already mounted," so I clicked on OK, put in my PC disk and, to my horror, there was no PC icon only a DFO???? icon. I panicked, but then remembered there was something about this in one of your earlier issues so I started searching and luckily found it. It said to go into a Shell, put in your PC disk and type "diskchange PCO" followed by Enter.

I did this, but then a requester appeared and asked if I could put in the *Wordworth* disk – I did this as well and it loaded for a while and then a window appeared saying "Object not found disk change failed returncode 20". Please can you help me to solve this problem?

6) I have also got another problem with *Wordworth* to do with text effects. Every time I try to print a text effect with a colour shadow the screen flashes a couple of times and the paper comes out blank.

7) My last question is to do with PSUs. I've been wondering which PSU is best for me – I have no add-ons except my printer and I use my Amiga for long periods of time. I would like to get Goliath from Datel, but is it too powerful? If so, should I get the replacement PSU from AmiTek – if not, which PSU should I get?

Talha
Leicester

1. Although I'm not entirely familiar with this particular PD program, whatever it may be called, it certainly is possible to use virtual memory on a machine without an MMU. The latest version of *ProGrab* does this quite well. However, it isn't going to be quick by any means since even virtual memory with an MMU is a slow business.

2. No, it's most unlikely that software designed

Continued overleaf ➡

COMMUNICATION

I have an A1200 with a 85Mb internal hard drive and a Blizzard 1230-III accelerator board with 4Mb of RAM installed. I have recently bought a CD32 and I want to link the two to access CDs containing clipart, fonts, utilities and PD games for use on my A1200.

My question is, do I need a Communicator-III adaptor from Silica, which costs £79.95, or will the CD19#CD32 Network Package from PD Soft give the same level of compatibility for only £34.99? Do either of these leads allow the A1200 to access the CD32's 2Mb of Fast RAM?

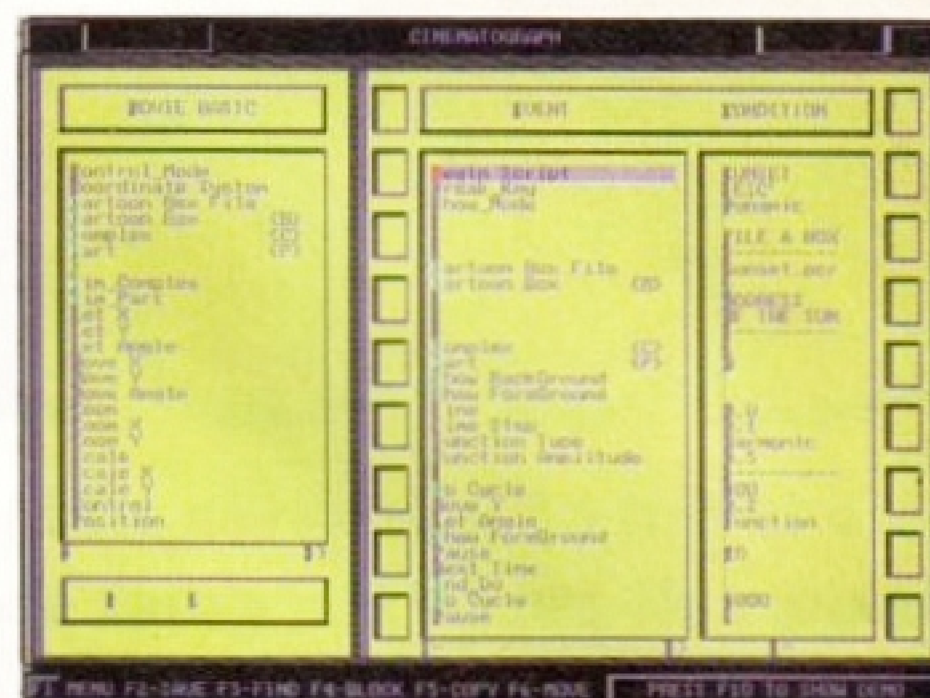
Also, I am considering buying a monitor to use with both systems – could you recommend one which has both S-video and Scart input for not much more than £200. And, finally, could you tell me if the S-video output on the CD32 is compatible with the S-video input on the Vidi Amiga 24RT to take some in-game and film CD grabs. I would be very grateful if you could answer these questions for me.

Graham Spratt
Beccles, Suffolk



The *Communicator* is great for transferring files, but can also be used to control a CD32 remotely.

The main difference between the CD32 Network package and the *Communicator* is that the *Communicator* can control the CD32 from the remote machine. This is primarily of use for displaying animations, images and multimedia uses. If you simply want access to the CD drive, then the Network package should be more than enough to meet your needs.



***PC Task* is perfectly capable of running DOS programs, but will struggle with Windows ones.**

boot disk's devs/DOSDrivers directory and the filedisk.device and mfm.device in your devs: drawer. You will also need to place the file CrossDOSFilesystem in your L: directory and the drawer FileSystem_Trans, and its contents in the L: directory too. This should be enough to get *CrossDOS* up and running on your *Wordworth* disk – of course, things will be a lot simpler when you get your hard drive.

for a 486 will work through a software emulator and, even if it did, it would be all but useless.

Unfortunately, although there were early plans for an A1200 emplant, they were scrapped. Currently, the only way to emulate the PC on your A1200 is through a software emulator and even *PC Task* can only emulate a 286.

3. Since I don't know what you'll be using the printer for, or how much you are willing to spend, it's hard for me to recommend a printer. However, you might like to take a look at Hewlett Packard's range of deskjets.

4. I believe *CD-Write* is the program you're referring to? We've just reviewed this product in issue 77. The wording of the advert actually says *virtually* write to CD-ROM and, in fact, the information is stored in a directory on your hard disk.

5. Unfortunately, there is more to the *CrossDOS* disk Operating System than simply the icons. The icons simply issue the command to mount the device according to its ToolTypes. To get *CrossDOS* to work after you've booted your machine with your *Wordworth* floppy you need to copy several files to it.

You'll need to put the PC0 icon in your

6. Er, sorry – no idea on that one. You can call Digita on 01395 270273 instead.

7. As you have only got a printer attached to your machine it is not really worth your while investing in a Goliath power supply. The Goliath is really only of interest to people who have so many peripherals attached to their machine that they put a strain on the standard power supply.

The Goliath power supply won't make a great deal of difference when it comes to leaving your machine on for long periods of time – even though it has a fan – since the computer will probably overheat first. I often

POWER-USER'S GUIDE TO IMAGINE

Welcome to a new series of tutorials on getting to grips with *Imagine 2* and *3's* more powerful features. While *Imagine* may have its fair share of neat features, the manuals of both versions do little to explain how you can use them fully. We'll be taking you step-by-step through the trickier aspects of using *Imagine 2* and *3*.

First up, we'll be examining *Imagine 3's* exceedingly useful States function. This feature can be used to create morphing objects – make sure that objects don't "swim" through their textures and physically adjust the shape of texture and brush maps. We'll be taking a look at the last two involving texture mapping since the morphing applications of States is handled relatively well in the manual.

The idea behind States is quite simple, once you've created an object and set up its attributes, you can save its current State and revert back to it after you've made any further changes. The best thing about this is that you can choose which elements of an object's State you wish to retain, such as its attributes, shape and grouping information.

Since several States can be saved with an object, this can be used as an animation tool by tweening between different States. We're going to use this function to alter a brushmap road surface so that the lines on the road follow the curve of the road. This would be extremely tricky to achieve by drawing curved lines in a paint package to match the shape of the road.



This road with a dotted line that follow its contour was created using *Imagine's* States function.

Once you followed the steps in this example, you should understand States well enough to apply to other circumstances. For example, you may want to animate an animal or other organic form that needs to bend or twist sections. Normally, the part of the object that bends or twists would "swim" through its texture, meaning that the texture will stay as it was when first applied and not follow the changes made to the object.

With States you can make textures move and deform with their objects. States' flexibility can also be used to create animations from one state to another quickly and simply.

leave my A1200 rendering for days at a time with no ill-effect. You should be just fine with your current power supply.

IS IT WORTH IT?

Could you please give me some information about *PC Task V.3*? I have an A1200 with a 120Mb hard-drive and a 4Mb upgrade.

Is it worth buying?

Will it run all PC software (except Windows)?

How do I get MS-DOS to run from high density disks on my computer?

Are the emulator and MS-DOS disks all installable?

Will I need to install all the MS-DOS disks?

Matthew J Rigby
Tottington, Bury

This is an interesting question Matthew, since deciding whether or not any software emulator is worth getting is a tricky business and depends largely on what sort of software you would like to use.

An obvious overhead that software emulators have is their lack of speed. *PC Task*, as well as programs like *Shapeshifter*, really have their work cut out trying to emulate another computing platform's Operating System and additional software simultaneously.

In the case of *PC Task*, this limits the program to emulating only a 286 PC. Although it is recommended to run Windows on at least a 386, you can, if you are particularly sadistic, just about run Windows on a 286. Whether or not you'll be able to run any programs as well is highly debatable.

Before you can do anything on the PC, you have to install MS-DOS, which you'll have to buy. MS-DOS 6.22 is only available on HD disks, but if you're lucky you might find a copy of version 5 on DD disks.

Alternatively you can get a mate who has a PC (if you can call any PC-owner a mate, that is), to create a boot disk from DOS which copy a few essential files to a bootable floppy. With regard to using HD PC disks, the only way you can do this is by buying a HD drive.

Whether or not it is worth buying comes down to whether or not you can run software on it at a sufficient speed.

The answer to this question is yes – *PC Task* can run a good number of DOS applications at a respectable speed.

MAKE YOUR MIND UP TIME

I have an A1200 with an extra disk drive and that's it. I have £150 to spend on hardware and, not knowing much about my computer, I was wondering if you could give me some help.

Do I get a hard drive or a RAM expansion? If so, what hard drive and what expansion can you recommend?

If you think neither of these are any good, please can you point me in the right direction?

Scott Baverstock
Redbourn, Herts

Without knowing what uses you intend to put your machine to makes answering this question a real toughy.

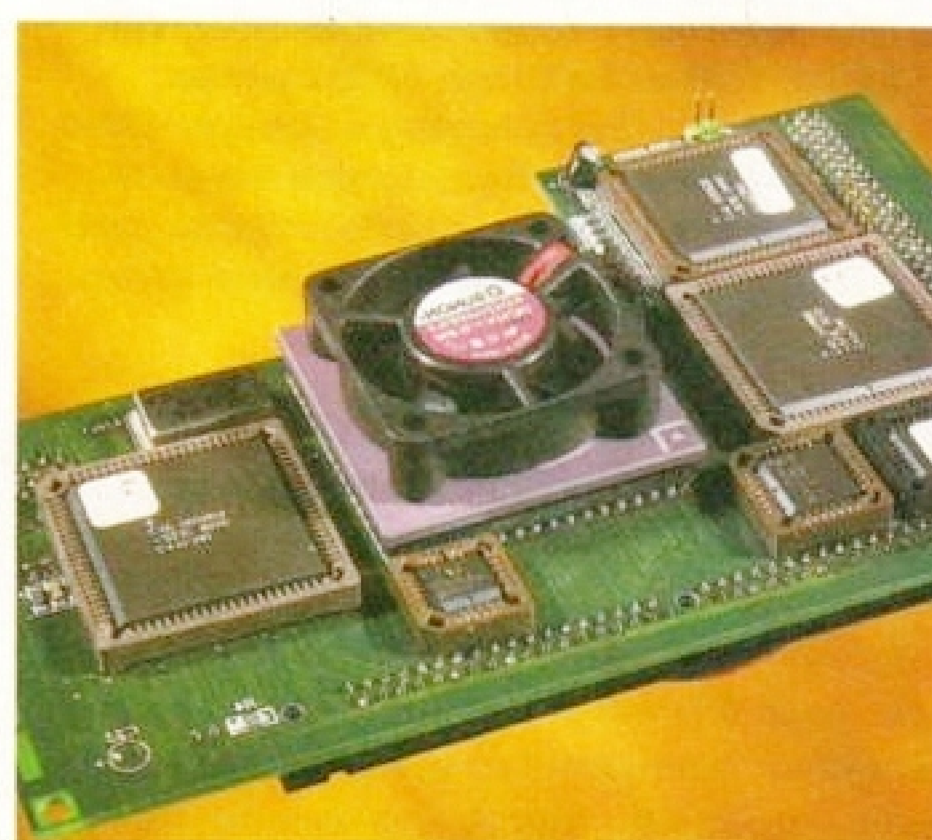
Adding a hard disk can really make life a lot simpler and gives you the freedom of storing large amounts of data on a single device, which is quicker than a floppy too. Hard disks generally make computing more convenient and is a must for anybody involved in graphics, or any other activity that involves the generation of large files.

However, adding extra memory not only

Continued overleaf ➡



Deciding whether to buy a hard disk or a RAM expansion first for your Amiga is a toughy.



Before you fit a megafast board, like the Falcon, you may need to get rid of your old RAM expansion.

STEP 1

First off we need to create the road – I'll leave that to you. Apply your texture or brush maps as you would normally and then go to the States menu and select Create. Give the State an appropriate name, like straight or default.

STEP 2

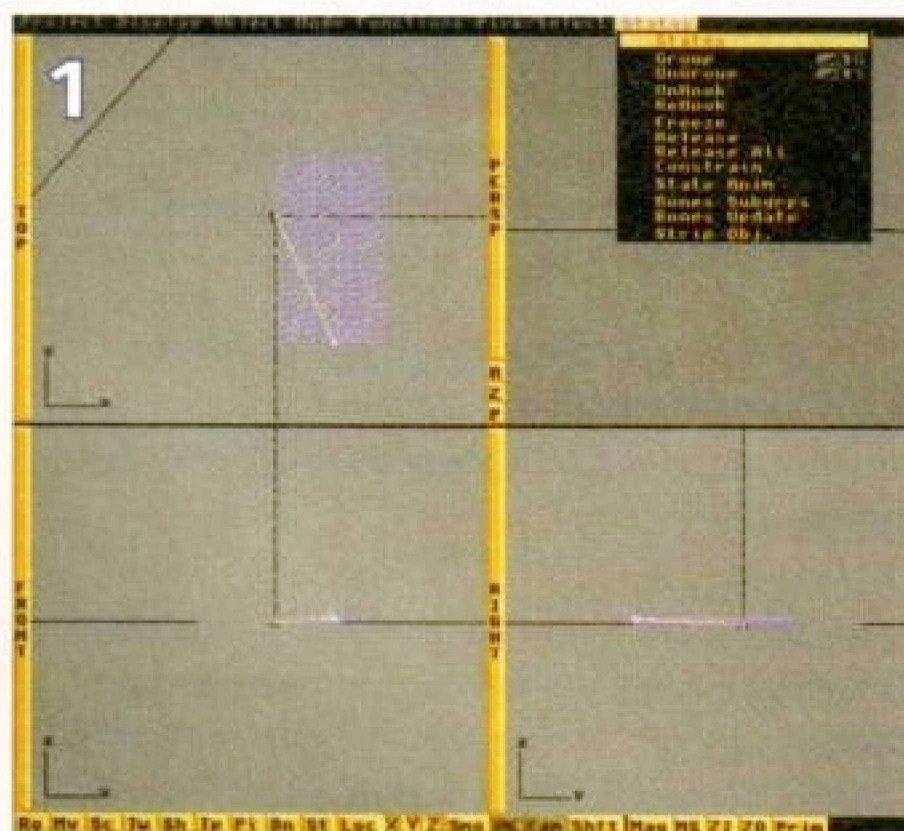
In the next requester, the data types, you need only select shape and properties – unless you have any special grouping of objects. This will lock the currently selected object's physical shape and its attributes, including the textures.

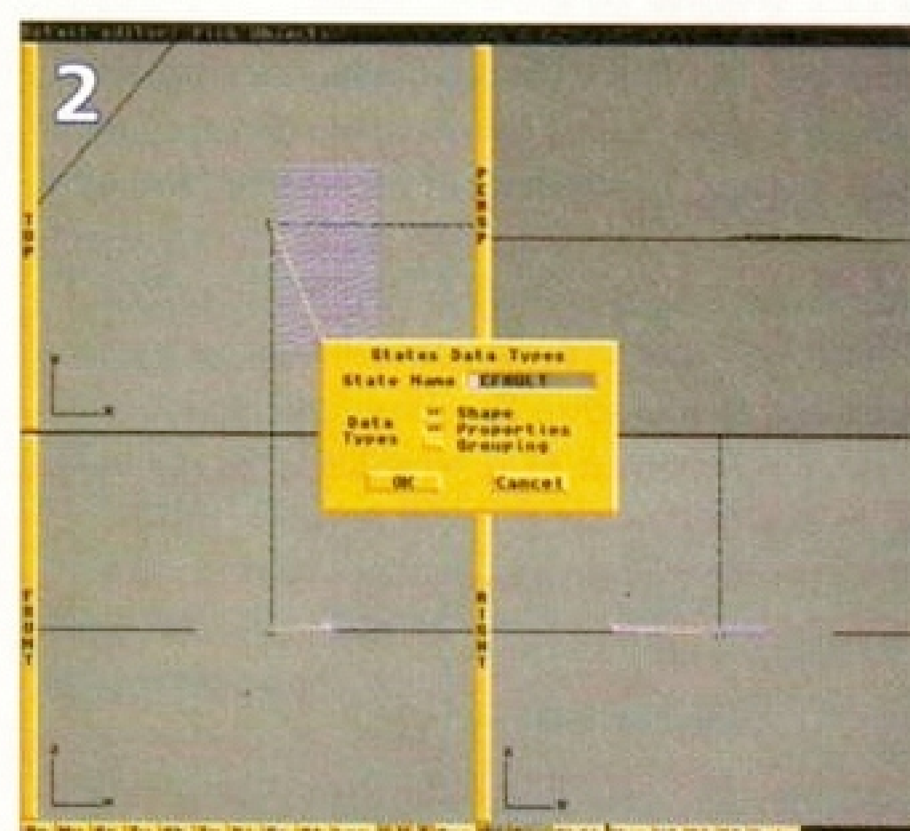
STEP 3

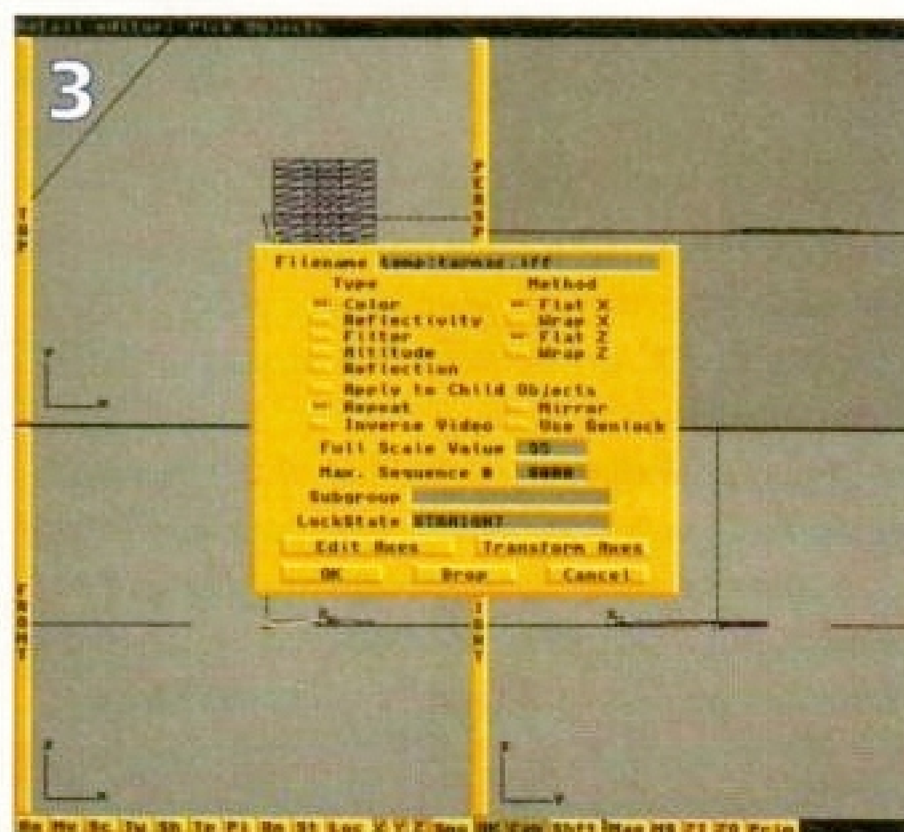
Bring up the Attributes and select your texture or brush maps and use the info button to set its options. Enter the current State in the lockstate field (straight or default). Return to the main screen and select update from the States menu and update the current State.

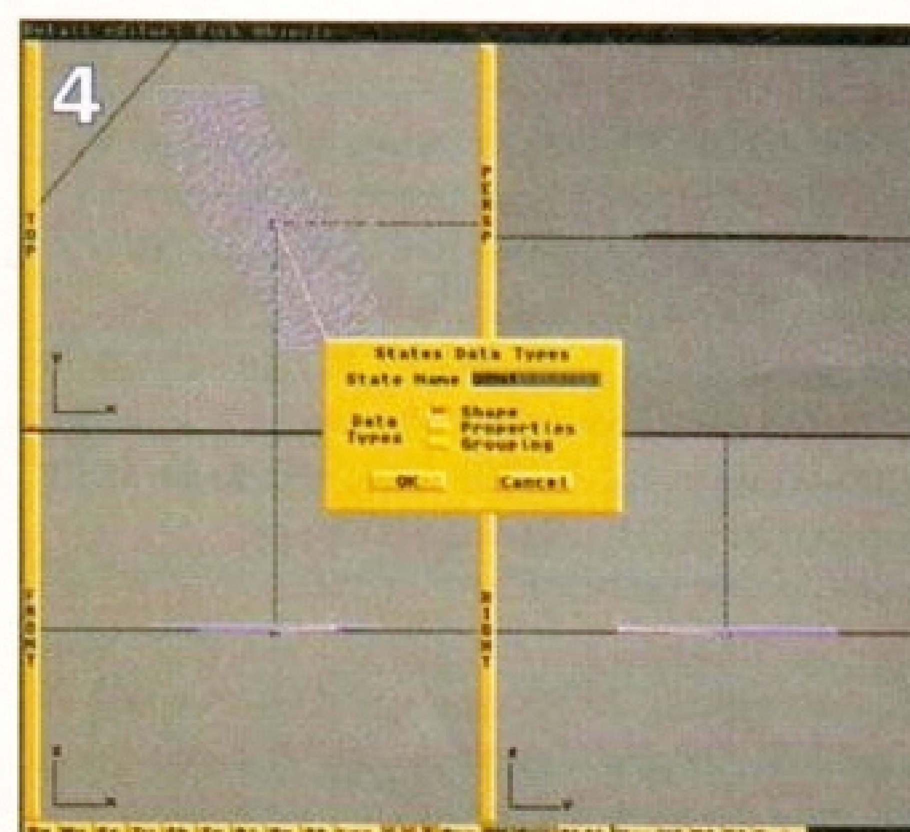
STEP 4

Finally, bend or otherwise transform your object and then create a new State. However, this time don't select properties and this is the key to making the texture conform to the object's new shape. When you save the object both States will be included, so you can switch back and forth.

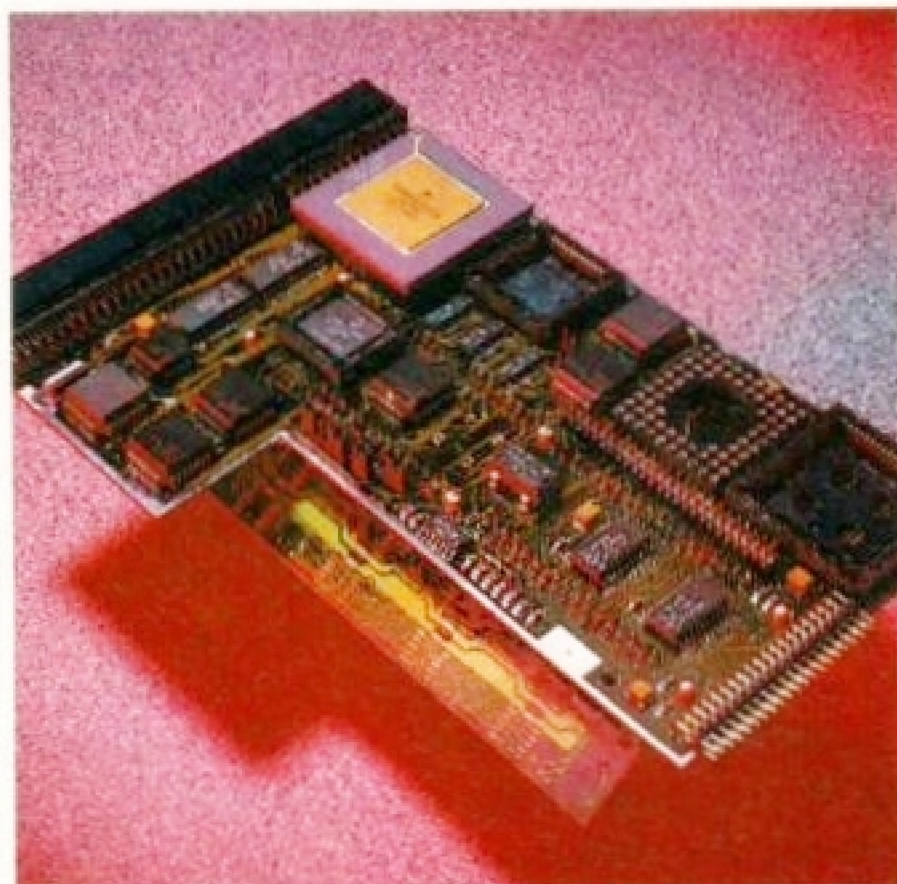








UPGRADE ADVICE


Neither the Blizzard 1230 or 1220 should interfere with the A1200's PCMCIA port

I have an Amiga 1200 with Workbench 3.0 and 2Mb of memory, Zappo CD-ROM drive, Vidi Amiga 12RT and a Canon BJ10sx printer.

I am thinking of buying a Blizzard 1220/4 memory expansion from Gordon Harwood.

Will this interfere with the PCMCIA port? Is it compatible with standard Amiga games (non-system legal)? When I print pictures out of *Deluxe Paint IV*, colours (mainly red, green and blue) print out almost black.

I have tried changing the settings from grey1 to grey2 and the density (Prefs/Printergfx), but it still does it. I don't think *DPaint* is to blame because it does it with *Wordworth 3.1SE* as well.

Mark Patterson
Bradford, Manchester

You shouldn't have any problems with the PCMCIA port and few with most well-programmed applications and games. However, there may be some shabbily programmed games that may cause a few problems, but, on the whole, most should work OK.

Sounds like the reason you're having problems printing colours relatively accurately lies in the driver. This can be set from prefs/printer. You can also obtain the Cannon studio suite from most PD libraries, or Cannon themselves.

If you have already selected the correct driver, then the one thing you should bear in mind is that your printer is black and white greyscale and if you select greyscale settings from a program like *Wordworth*, you can get some "interesting" print-outs. Yes, the SVHS connection should work.

gives you more memory, it also speeds up your machine. 2Mb of RAM is the bare minimum of memory needed if you are going to use any serious programs, especially AGA ones.

Personally, I would go for some more RAM first, since this will give you more access to programs, but you will soon find that the more you get into using your Amiga seriously, the more apparent the need for a hard drive will be. For an idea of which RAM expansion to go for, take a look at the adverts in this issue.

CAN I KEEP IT?

I have had an A1200 for nine months and the problem I have is that I wish to accelerate my A1200 to an 030/040 instead of my 020. You may not see any problem with this, but I already have a 4Mb RAM board with 33MHz FPU installed.

The only way I can see to accelerate my machine is to abandon the memory I have and buy an accelerator SIMM board. Is this the only way, or can I keep my present memory and accelerate my Amiga some other way?

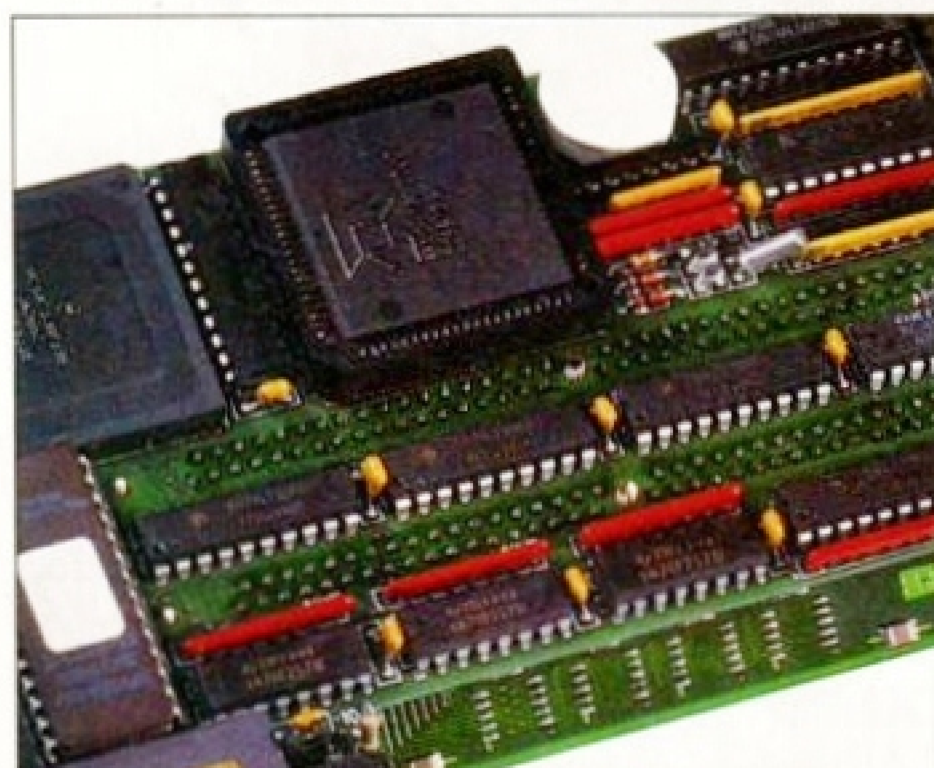
Benjamin Whenlock
Horwich, Bolton

I'm afraid not – you'll have to ditch your memory expansion.

NEED FOR SPEED

1. I have an A1200 and an 80Mb 2.5 inch hard drive. I have recently purchased an Apollo 50MHz 030 Plus MMU with 4Mb Fast RAM accelerator, which boosted the speed of my Amiga to 9.62 MIPS (SysInfo 3.15). I was just wondering what equivalent Mac and PC models had about the same MIPS? Also, why does AIBB return different figures for MIPS and Dhrystones to SysInfo?

2. For producing *AF*, do you use a Mac or an Amiga with Emplant, or whatever? It would be really cool if you did a feature on how *AF* is produced, from getting the Coverdisks to distributing the mags...


Boards like the Apollo 1230 will put your Amiga on a level-footing with certain models of PCs and Macs.

3. I've got *Imagine 2* at the moment. Is my A1200 good enough to use *Imagine 3*, considering that I only have 6Mb RAM? Should I get an FPU?

4. Are there any software patches which allow a flicker-free 640x400 or above screen on any monitor/TV? In *Wordworth 3*, I either choose a 640x256 screen which is out of proportion, or a 640x512 screen and get a migraine! At present I am using a SCART TV (Philips PRO2000).

Jonathan Lines
Oxfordshire

1. In raw computing terms, your Amiga speed is somewhere between a Mac SI and a LCIII. A comparable PC would be a 386 model. However, you should bear in mind that these machines don't get the benefits of the Amiga's excellent Operating System and custom chipset.

AIBB can sometimes produce different speed results, but that's because its benchmarks are more specific and usually more accurate.

2. If by producing you mean laying out pages and working with text, then the answer is Macs. While it would be possible to produce the mag on an Amiga with an Emplant board, we'd have a hard job convincing Future Publishing's Mac Services department to replace the existing machines with Amigas. However, there are plans afoot to link up my A4000 to the office network through my Emplant, so that I can access the Internet through FutureNet.

However, when it comes to certain illustrations, especially 3D-rendered ones, we use our Amigas and then transfer the resultant files via floppy or SyQuest removable cartridges.

3. 6Mb of RAM should be enough for most projects, but if you are using a 3D program you will soon discover that it is impossible to have too much memory. An FPU is really a must as it speeds up rendering times considerably.

4. I'm afraid not, the only solution is to buy a monitor that supports these modes. Don't worry too much about the migraines; you'll soon get used to the flickering – I did!

GAME WORRIES

I am having a few problems with my recently purchased 250Mb hard drive for my otherwise unexpanded A1200. The problem arises when trying to run some games I have installed. Each has its own installing program which appears to install the game with no errors, but once I try to run the game it refuses to work.

The games are: *Civilization AGA*, *Monkey Island 2* and *Syndicate*. *Monkey Island 2* needs the display options changed to enhanced on boot-up to work, but, when it is run, a black screen pops up and doesn't go away until the mouse button is pressed, returning me to Workbench.

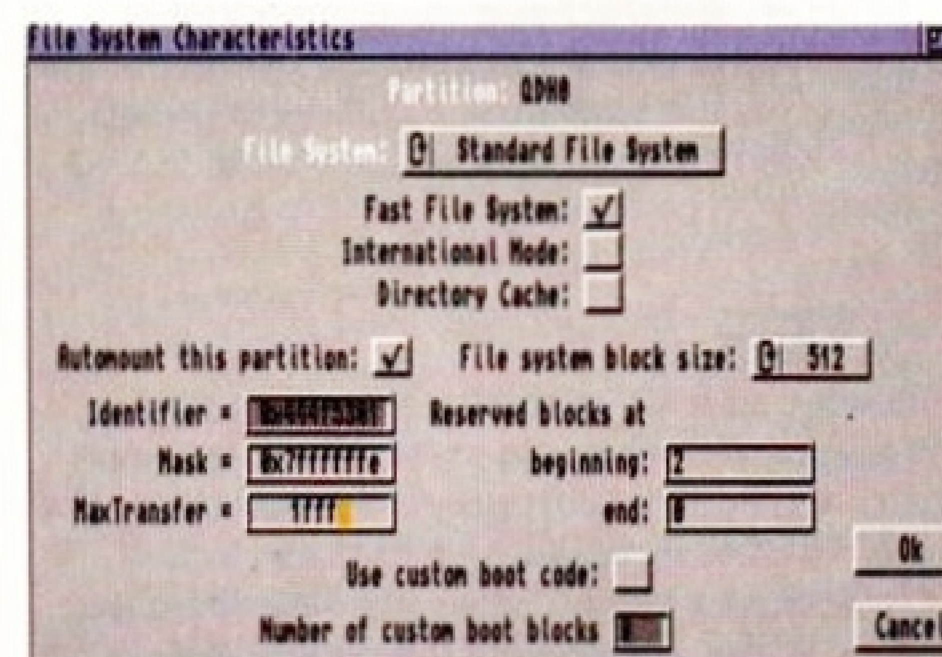
***Syndicate* works until the white Bullfrog logo is displayed, then coloured lines appear on the screen and I have to reset. *Civilization AGA* brings up a menu after run, saying suspend or reboot, program failed, with a Guru number of 87000004, which Alert tells me is a "Dead End Alert, Subsystem DOS-library, An Unexpected Packed Was Received," whatever that means!**

***Syndicate* works fine on my friend's hard drive, so I was wondering if the problems had anything to do with max transfer rate, which is currently set at Oxffffff?**

I don't want to have to re-format my drive to change this if it isn't the problem.

Francis McGlade
Belfast, N. Ireland

I'm afraid, Francis, that the most likely source of your gaming problems is the max transfer rate of hard drive. It needs to be set to a slower speed and the slowest you can get away with is Ox1FFF. You will not have to re-format your hard drive to make this change.



With certain games it may be necessary to lower the max transfer rate using HDToolbox.

Real 3D Tutorial

Every object you create with *Real 3D* has its own special properties associated with it. The most obvious property is the shape, but, as we saw last month, it's also possible to adjust the colour.

In this tutorial we'll see how we can go way beyond colour and actually start to control the virtual material from which our objects are made.

Every type of material interacts with light differently: which is why we can have a good guess as to what an object is made of without even picking it up.

Metals are slightly reflective and paper isn't. Glass is almost totally transparent, whilst a mirror is almost totally reflective. Fog is sort of transparent and, well, foggy, whilst wood is general dull and, well, woody... You can see that describing how a material appears is actually quite tricky.

The overall appearance depends on a special set of attributes which define the reflectivity, the refractive properties and other surface textures.

Alter any of the attributes and you change the appearance of the object in the final render. It is only by experimenting with these settings that you will be able to create realistic images.

Making objects and rendering them in the solid modeller without altering their material from the default will result in a collection of dull grey, matt, plastic objects which look pretty awful.

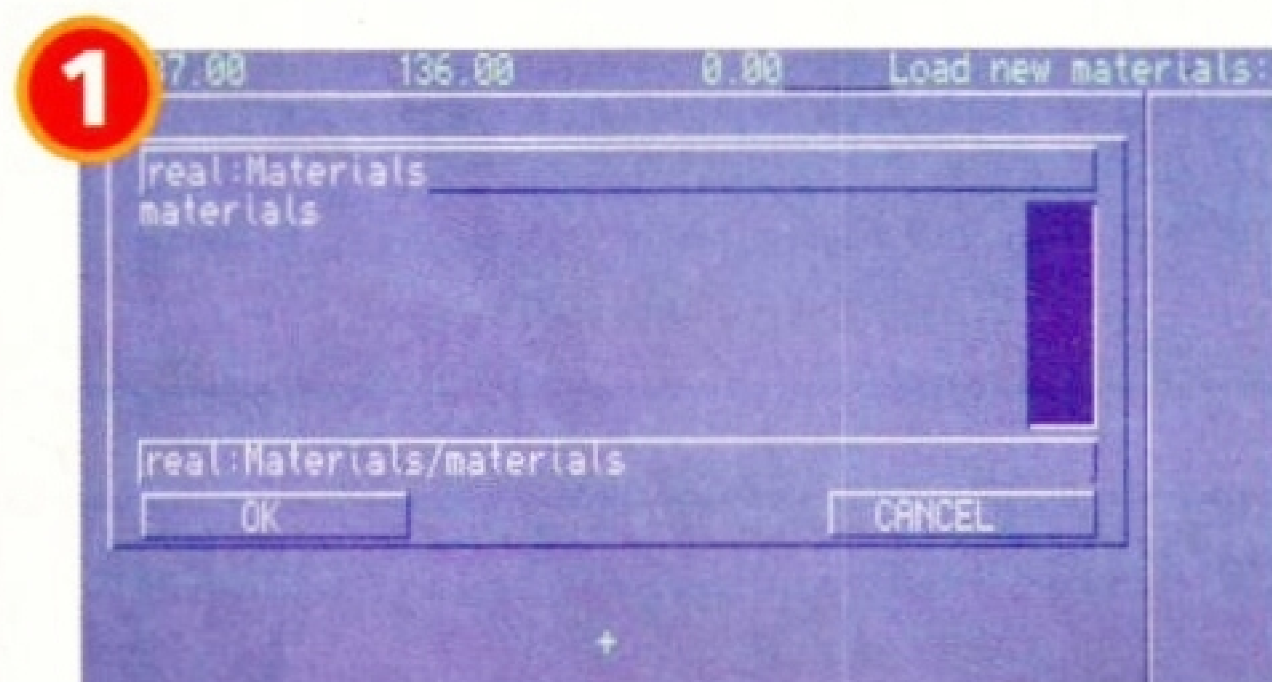
This month, we'll see how to control and create your objects by altering the virtual materials from which they are constructed.

Remember, *Real 3D* works in a hierarchical way and so if you alter a root object, you alter all the objects within it as well.

This can be a very fast way to adjust a large number of objects, but it can also be a quick way to lose previous settings. Always save your work as you go along in case you accidentally make a change you didn't mean to do.

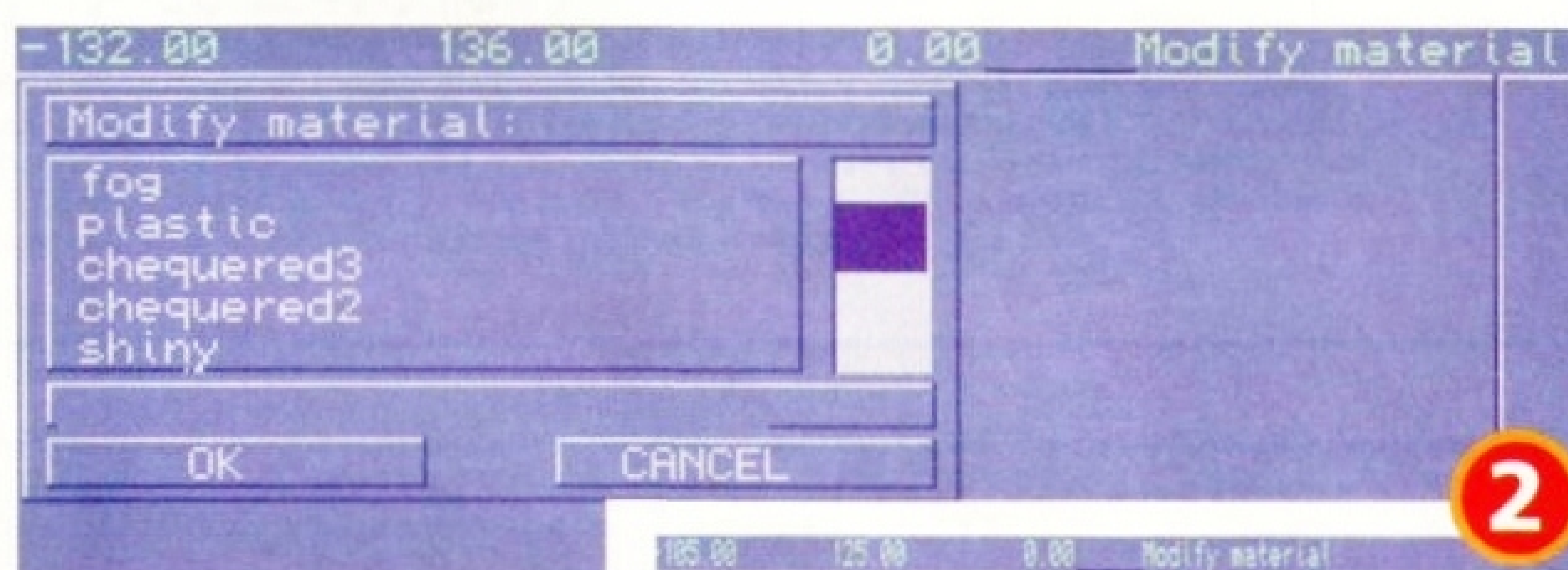
PROJECT 1

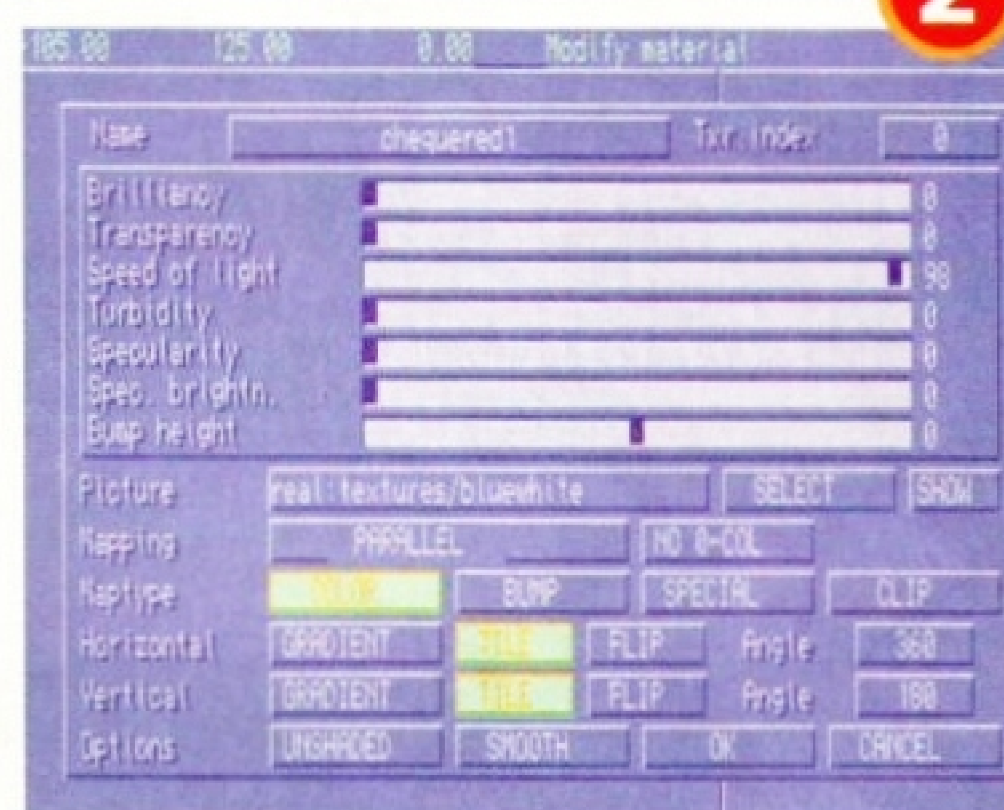
An introduction to materials



Step 1: Load the material file

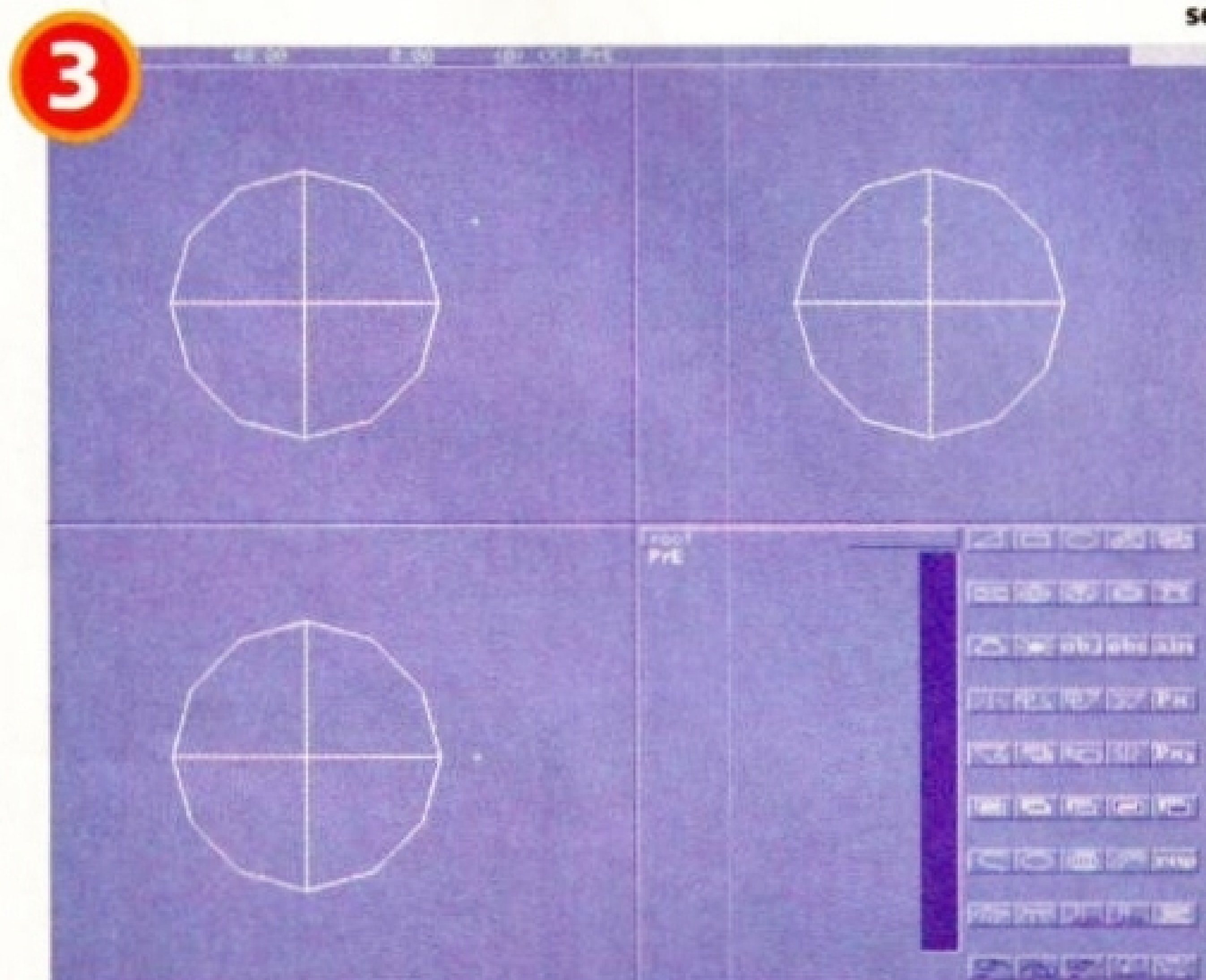
Before you can start to use materials you will either need to create some from scratch, or load some which have been previously defined. For now, let's load in the default batch which came on the Coverdisk. Use the menu option projects/materials/load, and locate and load the file called "materials".





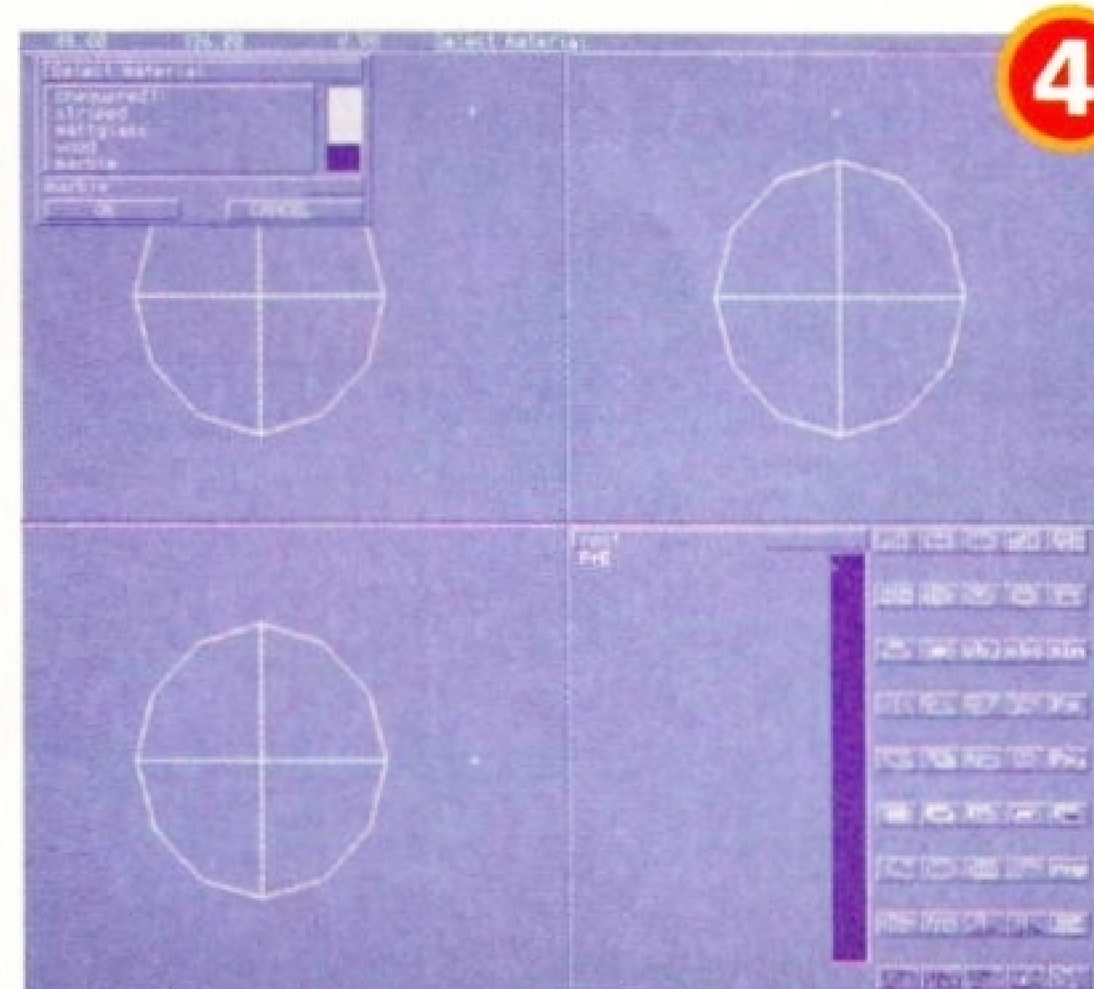
Step 2. Look through the materials

You can check that the files have been loaded by using option projects/materials/modify. Each material in the list will effect how an object would look. There are several attributes which can be fine-tuned to provide the appearance of metals, wood, glass, or plastic. We'll soon see what each setting does.



Step 3. Create an object

Exit the materials window and create a simple object – a sphere or a cube will do. Locate it roughly in the middle of the screen. At the moment, the object will be of the default material, which is dull grey. It is important to note that although we saw how to alter the default colour last month, some materials will overwrite the colour information.



Step 4. Assigning a material

Make sure the object is selected (its name will appear in the middle of the screen) and then select the menu option hierarchy/material or press "b" for a short-cut. The current list of materials will appear on screen and you can now pick the one which you want to apply to your object. For now, select 'marble'. You will see a message stating that your object is now made of marble at the top of the screen.

part 2

Adding a virtual material to your 3D objects makes all the difference, so John Kennedy continues his series with a few 'material' pointers.

BUMP MAPS

One type of material stands out more than any other – which is a dreadful pun, of course, as I'm talking about bump maps.

Bump maps differ from other materials because they actually *alter* the shape of an object.

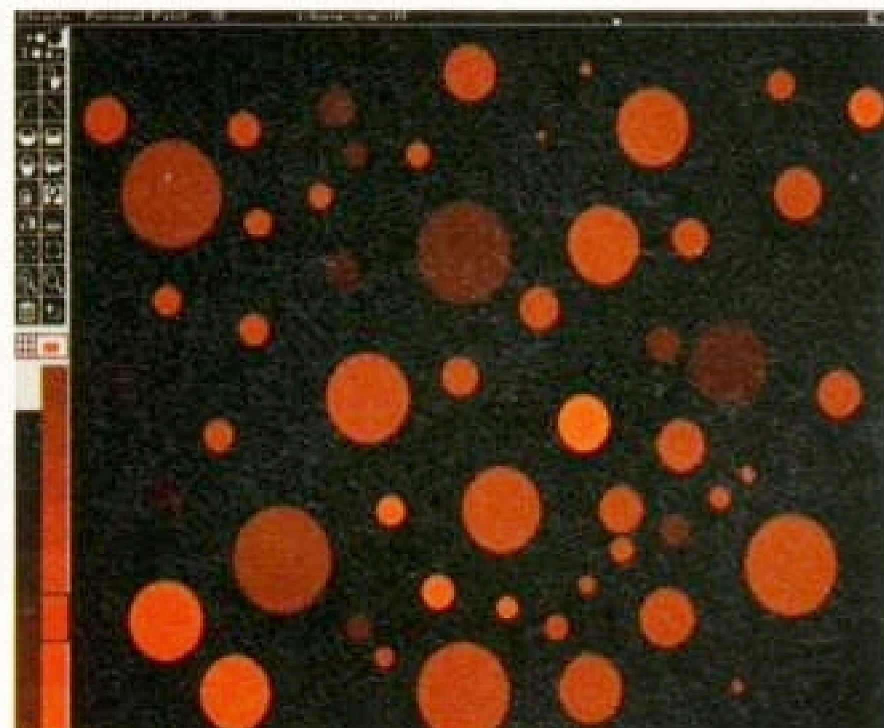
Like other materials, the bump map has an associated map image which could be created in *Deluxe Paint*, for example.

Unlike the other materials, the map is not treated like a pattern to display; instead only the Red component of the map is important.

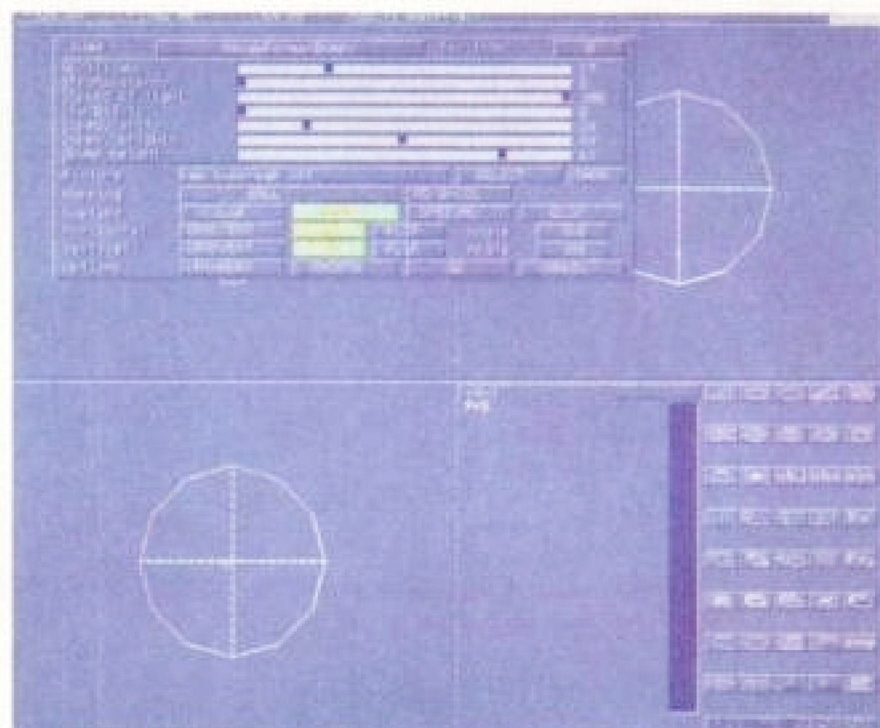
The brighter the Red, the more the object "sticks out" at that point.

Using bump maps allows objects to acquire a very organic feel to them. Most natural objects are far from being completely smooth and using bump maps on an object removes the artificial appearance which appears so often with rendered images.

Here's how to make a bump map image:



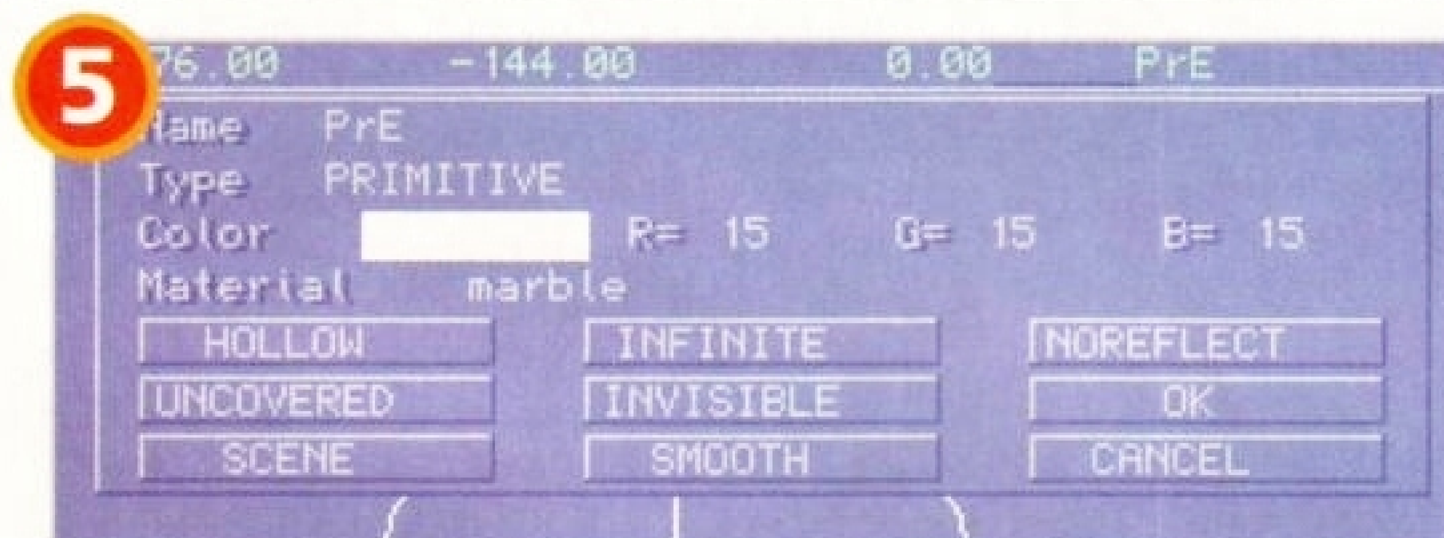
1. Create a Map in your favourite paint program. Use shades of red (15 are allowed) in a bold design. Try writing your name, or drawing a cartoon face.



2. From the projects/materials/create menu option, create your own material and give it a name. Make sure you have made it a bump map and adjust the height. Follow these settings.

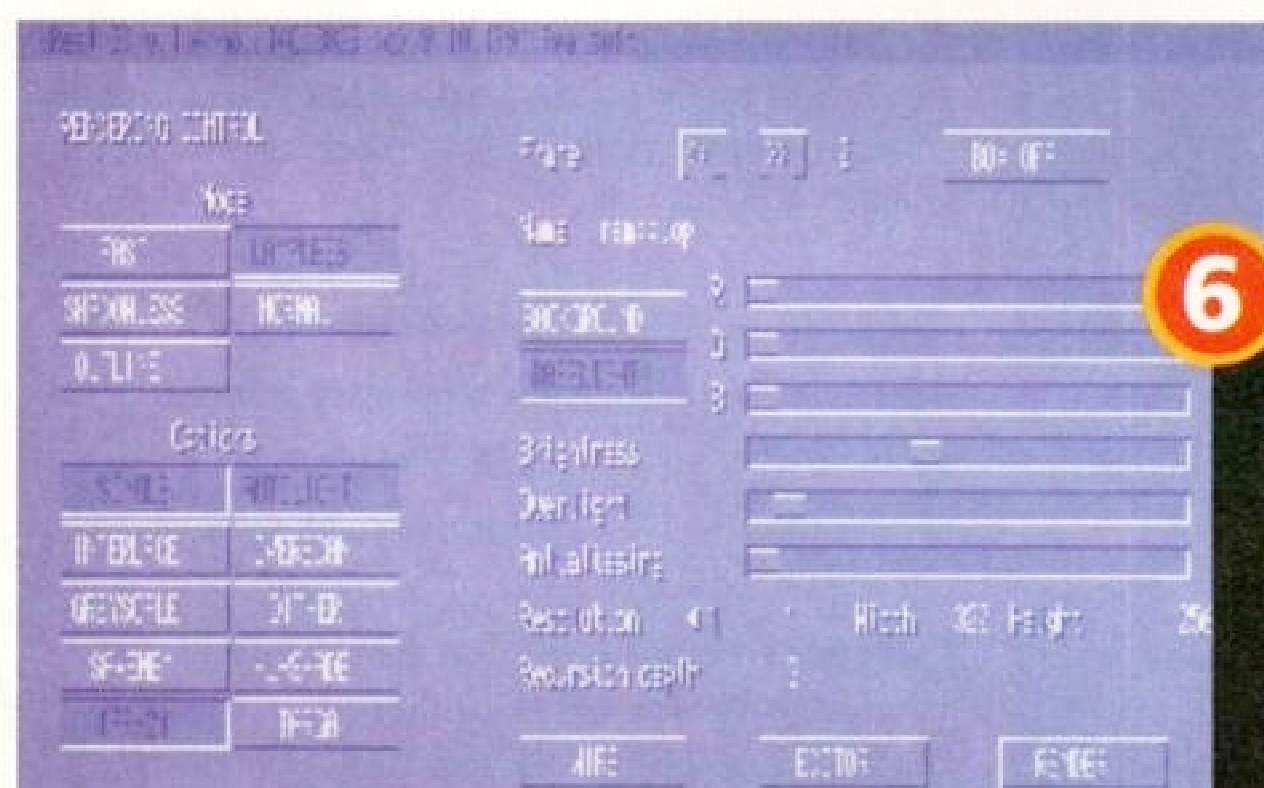


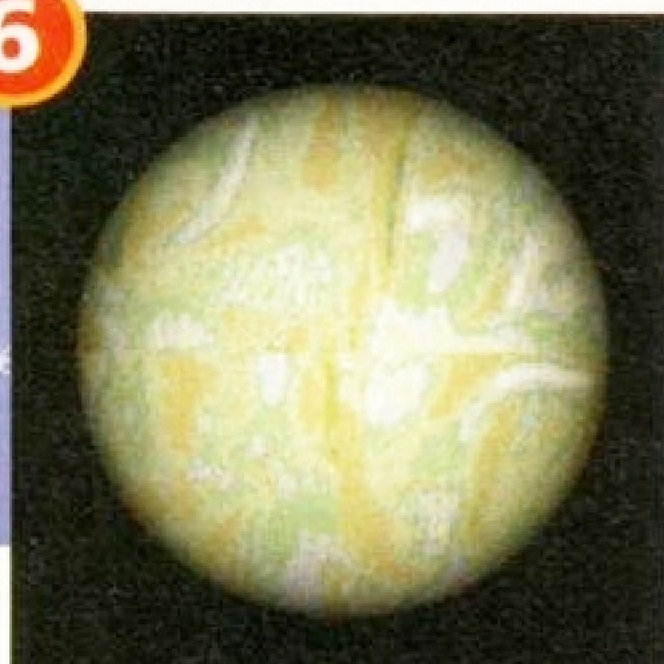
3. Create an object and use the "b" key to make it out of your special bumpy material. In this render you can see that the magazine logo is not only coloured (the Red component is used as a colour, as well as an altitude map), but bumpy as well.



Step 5. Confirm the material

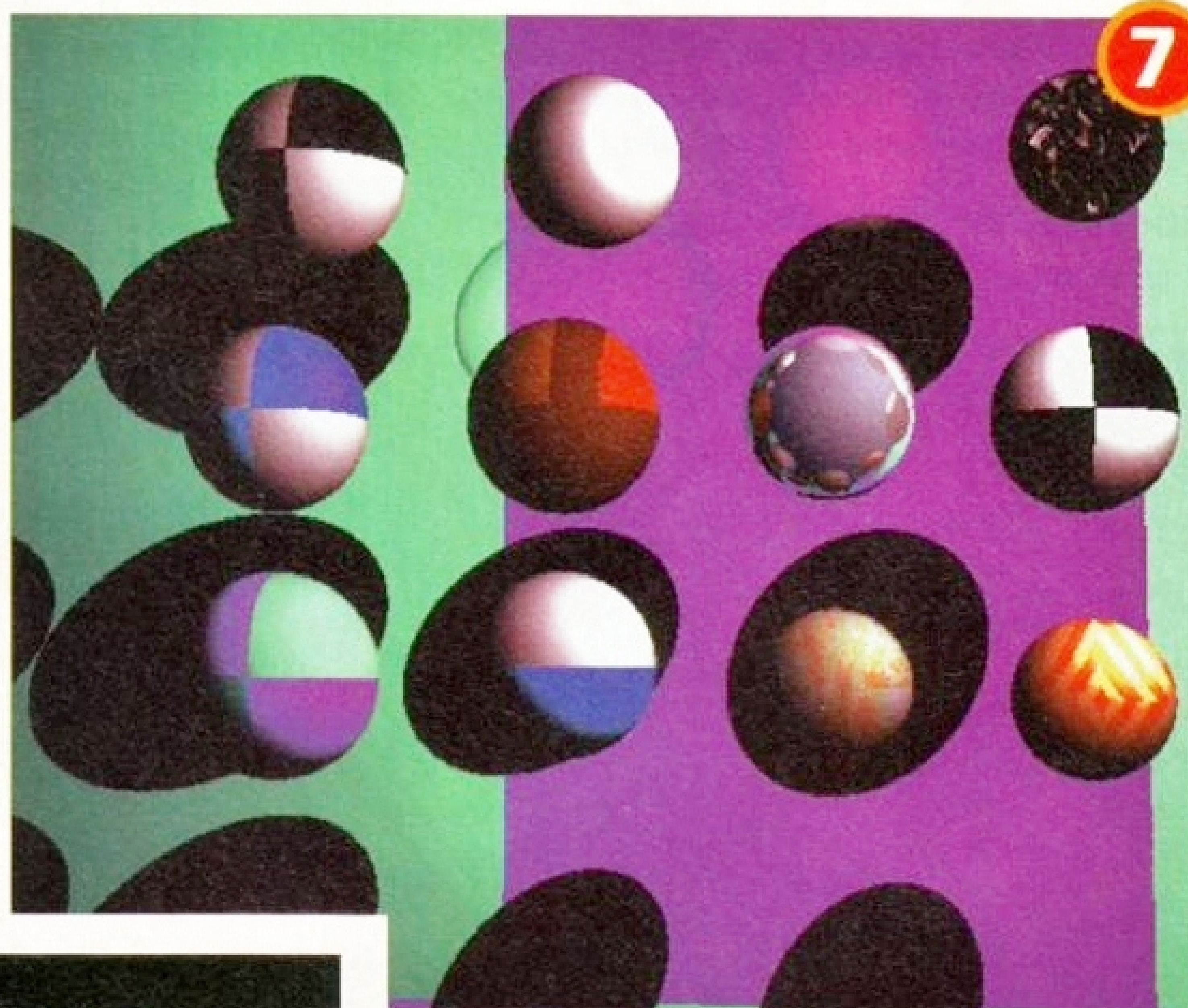
Although nothing obvious appears on the Editor display, you can confirm your object's construction at any time using the info option from the Extras menu (or press "i"). The info screen will let you know the material from which the selected object is made and also one or two extra, special attributes which we'll cover later on.





Step 6. Render the image

You will be able to see the results of your material science experiment only when you render the image in Solid mode. It is important to select the correct render mode; if you stick to FAST, the object will remain in grey. The other modes are required before materials are rendered. As we have not added any extra light sources, select LAMPLESS and render the image. You should quickly see the difference which the addition of the material has made.



Step 7. Use other materials

It might be a good idea to create several objects and assign a different material to each. You can then render the image and keep it as a reference. Some materials might look a little strange depending on which mode you use for rendering. This image was created in NORMAL mode and a lamp was added to provide shadows and illumination.

Continued overleaf ➡

Creating your own Materials

Each material defined has a series of values which can be adjust using the sliding bar.

It is the combination of these settings which gives the overall appearance of a particular material.

The settings which can be adjusted are:

Brilliancy

A measure of the amount of light reflected. A perfect mirror would be 100% brilliant, since it reflects back all the light which falls on it. A totally matt object is 0% brilliant.

Transparency

A measure of the amount of light which is allowed to pass through an object. Pure glass is transparent and would be close to 100%. A brick is totally opaque and is 0% transparent.

Speed of light

A measure of the refractive index of a material. Light is actually slowed down when passing though a transparent material; the values are very sensitive and you will need to experiment to find the right settings for glass or water – check the example materials for starting points.

Turbidity

Think of a frosted glass window which is "dimpled" so that although light passes through, a clear image cannot be seen. The turbidity index is a measure of how disturbed the light passing through the material will be. Look at the fog object as an example of a turbulent object.

Specularity

A metal sphere will have a circular area of brightness on its surface – the size of this circular area gives us a clue as to the material. The smaller the circle, the more smooth, hard and shiny the object appears. A larger circle makes the object look dull.

Name	AmigaFormatBumpy		Txr. index	0	
Brilliancy				27	
Transparency				0	
Speed of light				100	
Turbidity				0	
Specularity				20	
Spec. brightn.				49	
Bump height				61	
Picture	ram:bump-map.iff		SELECT	SHOW	
Mapping	BALL		NO 0-COL		
Maptype	COLOR	BUMP	SPECIAL	CLIP	
Horizontal	GRADIENT	TILE	FLIP	Angle	360
Vertical	GRADIENT	TILE	FLIP	Angle	180
Options	UNSHADED	SMOOTH	OK	CANCEL	

Specular brightness

The colour of the specular pattern on an object provides it with other clues as to what the object is made from. Balancing the specularity and specular brightness is the key to obtaining accurate representations of metals.

Bump height

When a bump map is being used, this setting controls the apparent height of the bumps. It can be set to negative values for recesses instead of bumps.

The other material controls are used to control the use of "maps". The material's "picture" is the image map (for example, a drawing created from *Deluxe Paint* or *Personal Paint*) which will appear on the object's surface. The marble material has a picture of coloured swirls which look like marble. You are free to draw or scan in your own pictures and apply them to objects.

You can select how the image is to appear (is it a simple rectangle, like the image on a TV screen, or is it to be wrapped around a sphere?) and whether it is to be tiled (that is, repeated several times around the object). If you want the image map to act as a bump map, make sure the BUMP button is active.

Notice the button marked "infinite" – it is an easy way to create a floor or ground in your scene.

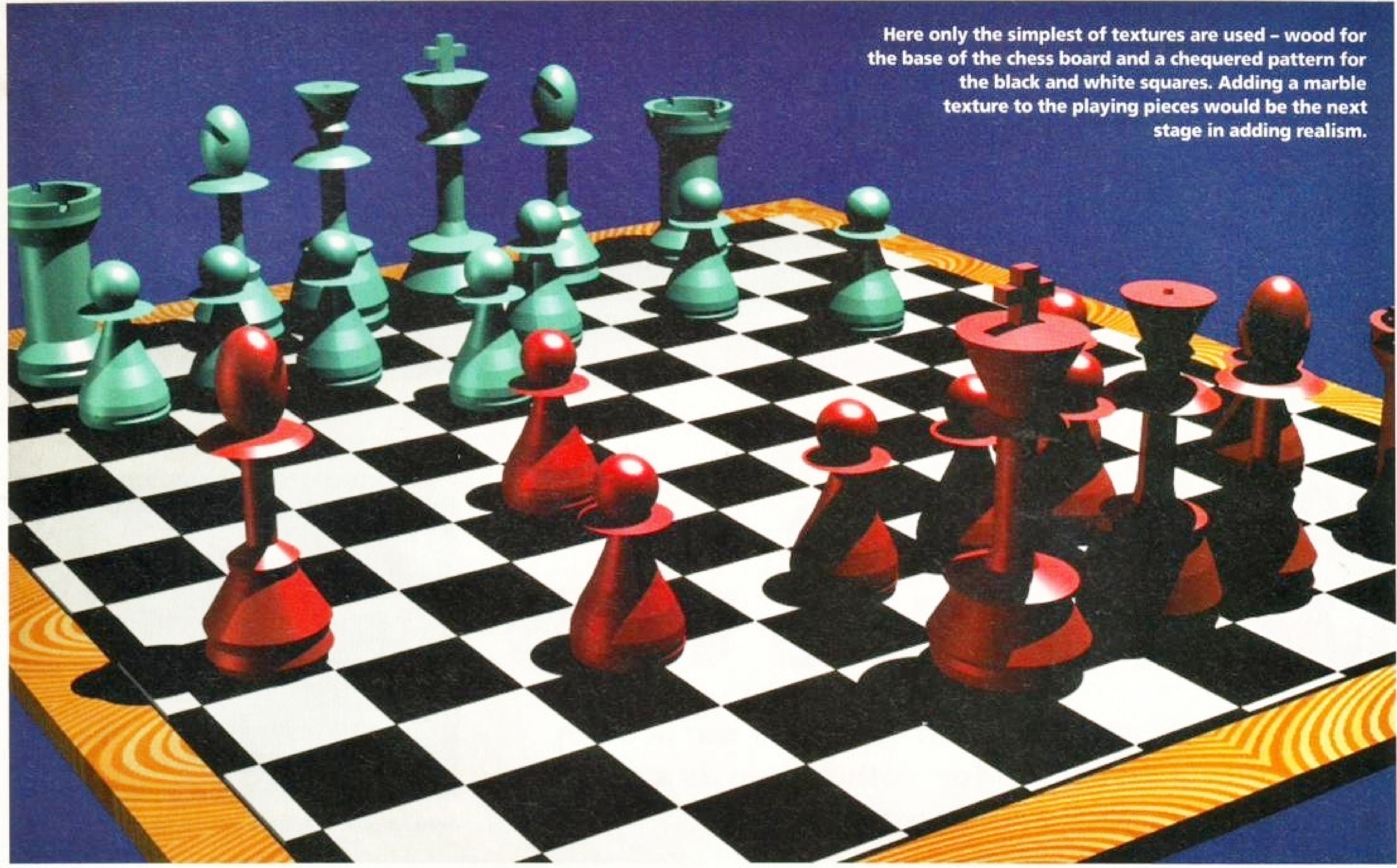


This is the same sphere, but copied eleven times and given a different colour and different characteristics in each copy. The colour coding works like this:

Red	**=**	**Specularity altered**
Green	**=**	**Transparency altered**
Blue	**=**	**Brilliance altered**
Magenta	**=**	**Turbulence altered**

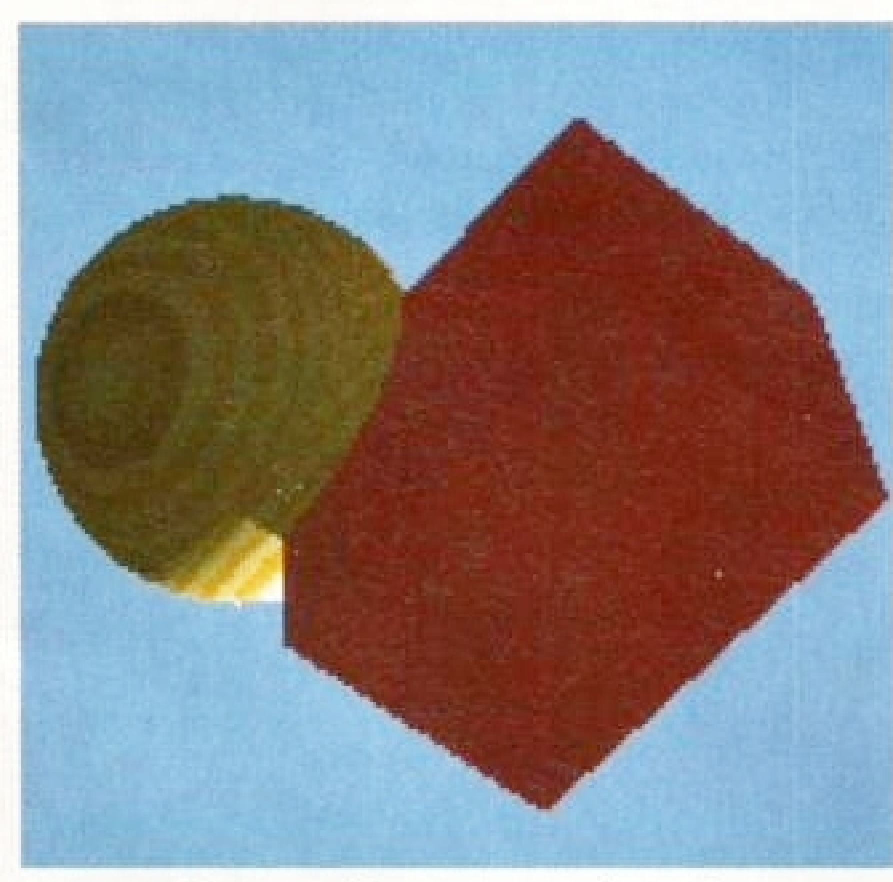
I strongly recommend that you create and render your own simple models like this, because it will help you visualise how altering each property will affect the finished material.

As well as these optical properties, you can map an image other than the sphere and see how this changes the appearance. For example, a polished marble sphere will have a marble image mapped around it, but will also have a high brilliance factor and high specularity.



Here only the simplest of textures are used – wood for the base of the chess board and a chequered pattern for the black and white squares. Adding a marble texture to the playing pieces would be the next stage in adding realism.

Cutting Example:



Here are the two objects – a wooden sphere and a red plastic cube – before any Boolean operations. The objects are overlapping.



Using the normal Boolean operation "AND NOT" with the Cube selected first (making it the tool) and then the Sphere, you can see that a sharp corner has been cut out of the Sphere. However, inside the sphere is still wood coloured.



With the "AND NOT with paint" Boolean operation, the red plastic material from which the Cube tool was constructed has left a coating inside the Sphere.

COMBINING MATERIAL OBJECTS

Remember that if you create a root object which contains other objects, then altering the material of the root object will affect all those objects underneath. The golden rule is to always plan your objects carefully.

Special effects are possible when using the special Boolean Logic functions. We used the Boolean operators last month to cut a slice of one object out of another. If the Tool object has a material, then the hole it leaves will also be coated with the tool's material.

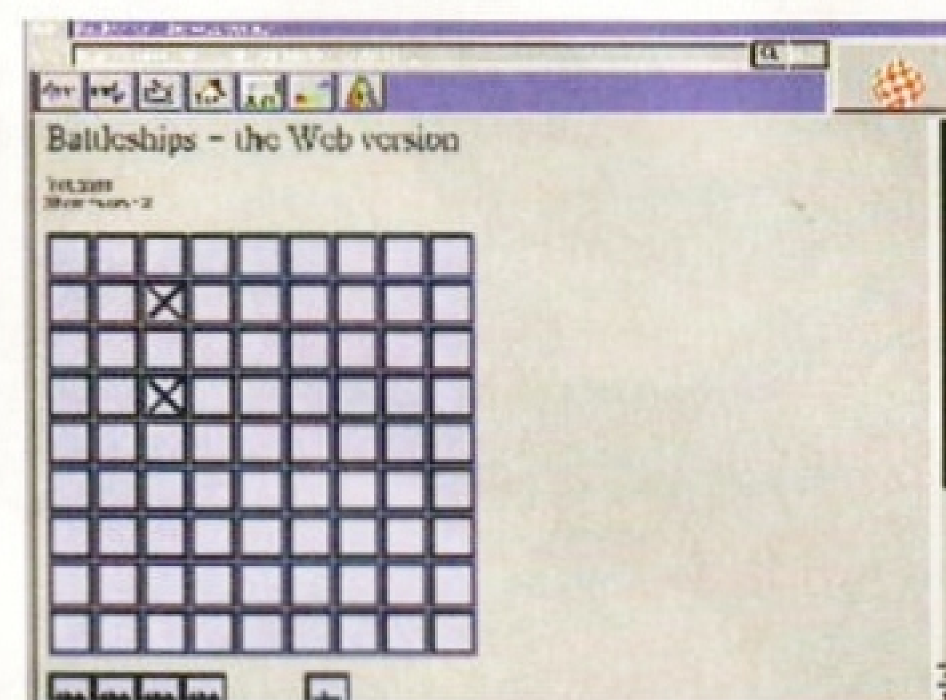
EXAMPLE PHYSICAL PROPERTIES FOR CERTAIN MATERIALS

	Fog	Glass	Mirror	Matt Glass	Plastic
Brilliancy:	100	100	100	0	0
Transparency:	100	100	0	100	0
Speed of light:	100	64	98	98	100
Turbidity:	20	0	0	0	0
Specularity:	0	0	0	0	80
Spec. brightness:	50	0	0	0	20

Amiga.net

Making the Most of the Web

Darren Irvine takes a look at what you can actually use the World Wide Web for – other than as a pretty tool to impress your non-Internet mates.



Using AMosaic to access GopherSpace.

One of the first applications that most people seem to install after getting an Internet connection is a browser for the World Wide Web such as AMosaic. Sure enough, the Web is currently the most hyped aspect of the Internet in general and AMosaic is certainly one of the nicest Amiga Internet applications to look at.

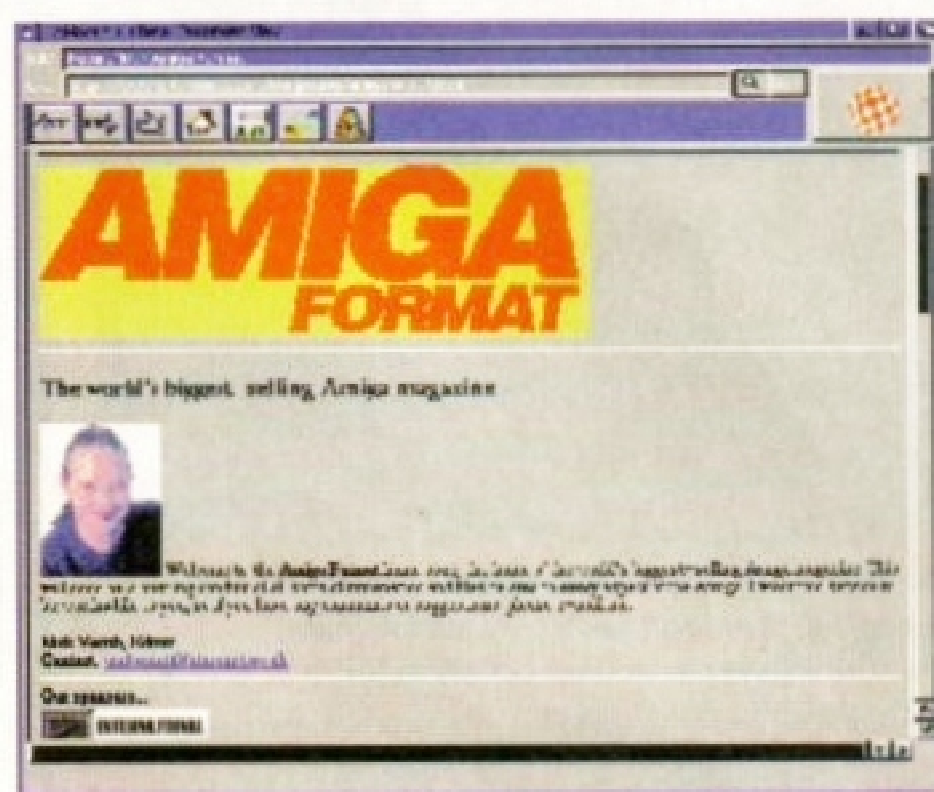
However, many people never seem to get beyond the "playing about with it a bit" stage with the Web and seem unaware that as well as being an extremely intuitive system to use for merely looking at pictures and reading "humorous" home pages, a Web browser can in fact be one of the best ways of accessing the Internet in general.

This month we take a look at some of the applications that are available via the Web.

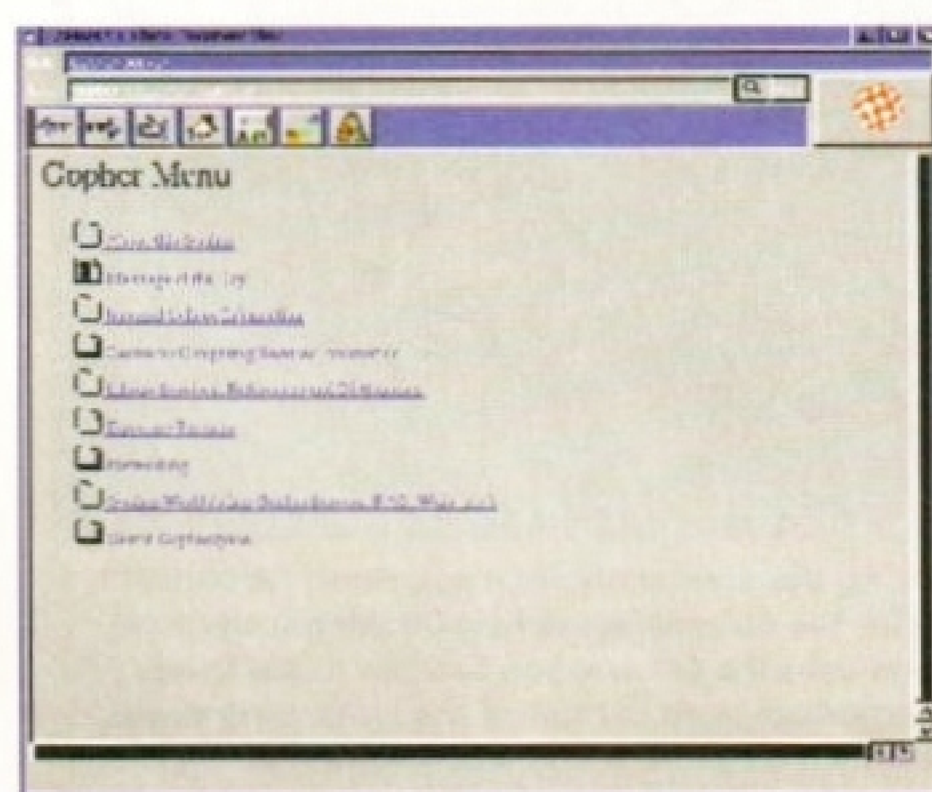
TAKE A STEP BACKWARD

As mentioned in last month's Amiga.Net (what do you mean you haven't read it? Shame, shame, shame on you), accessing other more primitive Internet tools using AMosaic is trivially simple.

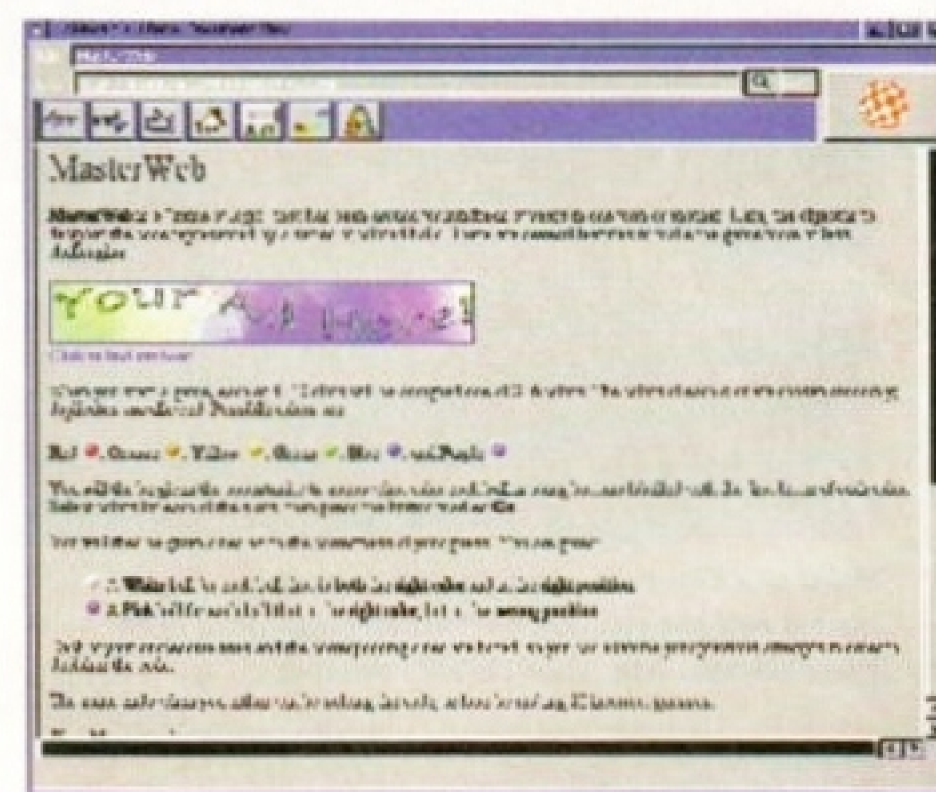
For instance, to access a gopher site at "gopher.somewhere.com" simply access the following URL using AMosaic:



The ever popular Yahoo Web page. Note that information is arranged hierarchically, but you can also enter a search string.



In this case, I've searched Yahoo for the words *Amiga Format* and the results have been returned as a standard Web page.



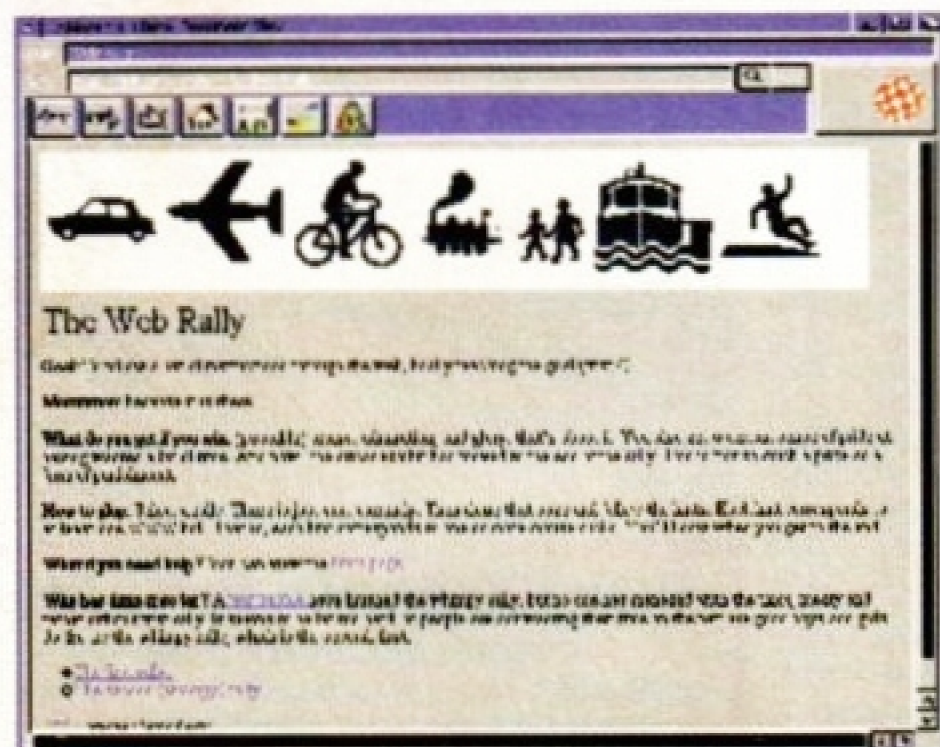
Clicking on the first hit returned by the Yahoo search takes us to our own glorious Web pages.

RUMOUR MILL

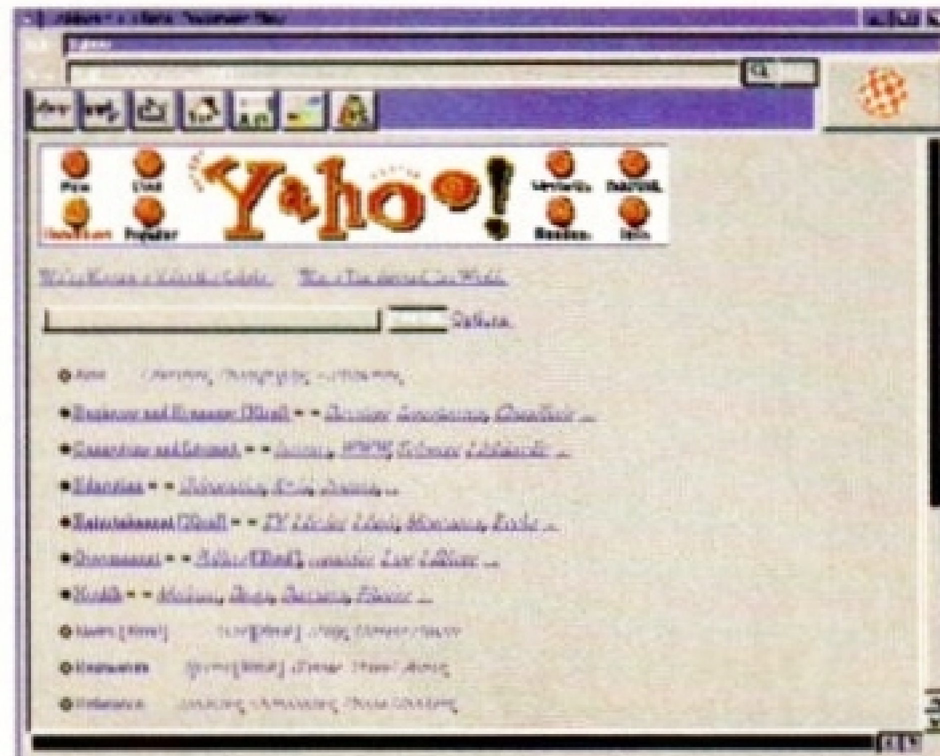
Fidonet currently seems the place to be for half-truths, scurrilous underhanded dealing and outright lies. Even fellow *AF* contributor John Kennedy has come under attack recently despite the fact that he has been out of the country. John asked readers of the COMMS_MAGS echo if they had any information that they would like to contribute to an article regarding new Fido echos.

Some information was duly offered to John, who then proceeded to use said information as promised in the aforementioned article. This then incurred the wrath of the information donator, who accused John of "stealing" his ideas. Rumour Mill can only offer John the advice that next time he may as well go ahead and pinch the information, rather than doing the decent thing and asking for it...

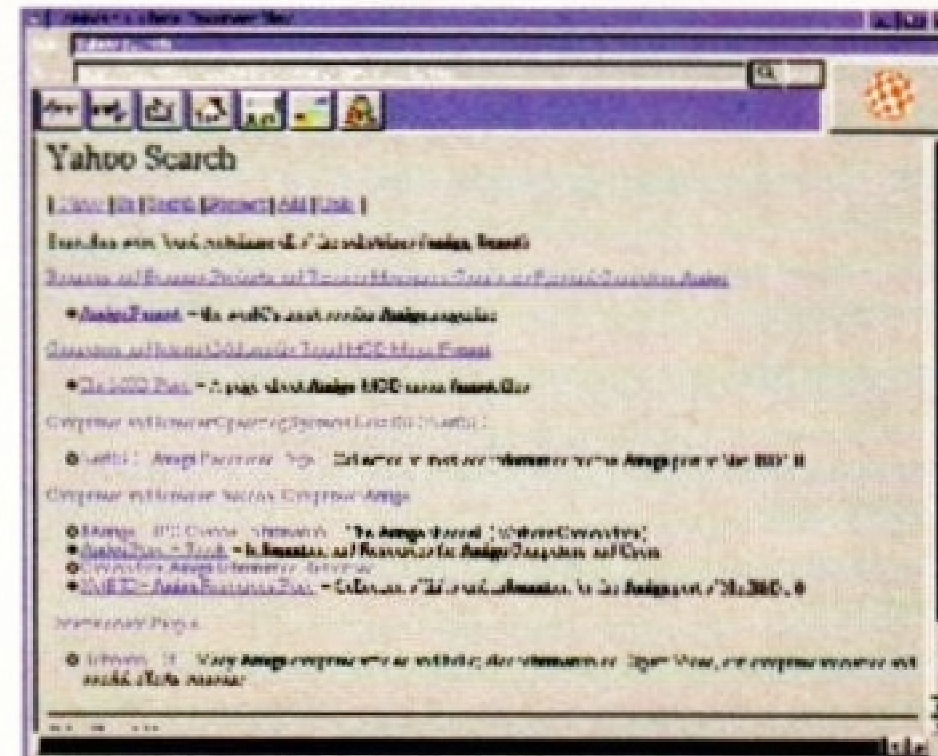
Self-proclaimed "Aussie-nuisance" Matt T. T. T. Bettison has also been rearing his ugly head in Fidonet's fair climes recently. Having secured a post at a rival Amiga magazine, Matt has been making sure that no one in the AMIGA_MAGS echo is in any doubt as to his exalted "professional journalist" status. He is also of the opinion that it is his publication, rather than *AF*, that is the "biggest selling Amiga magazine in the world at this time". What time was that exactly Matt? Perhaps 3:30 in the morning when sensible *Format* readers are sound asleep.



Play *Mastermind* in the reassuring comfort of your own Browser.



More phone-bill charged fun in the fine form of Web *Battleships*.



The Web Rally – really only for those with several weeks to kill.

gopher://gopher.somewhere.com

In a similar way, you can directly access Archie servers and FTP sites using AMosaic with URLS in the following formats:

archie://archie.address.wherever

and

ftp://somesite.onthe.internet

FINDING WHAT YOU'RE LOOKING FOR

AMosaic also provides some extremely intuitive systems for performing searches across the Web itself and further out into other areas of the Net. One of the best known search systems is called Yahoo and its URL is:

http://www.yahoo.com

Note that you will need to have the latest version of AMosaic (2.0beta, otherwise bizarrely known as 1.4) to be able to use any of the systems mentioned here, because this is the first version of AMosaic that makes any attempt at supporting Web forms.

Yahoo is basically a massive hierarchical index of just about every page on the Web, with a forms based search-engine tacked on. Using Yahoo couldn't really be any simpler – you just enter one or more search keywords into the box provided and click on the "Start Search" button.

The search engine running on Yahoo's server then has a look at every item in the Index and compiles a list of any containing the word or words that you have specified as your search criteria. If any matching entries are found, these are returned to you in the form of a standard Web page, allowing you to jump to the relevant pages by clicking on their links in the normal way.

Although WAIS is one of the most popular Web search tools, there are others that may be able to locate things not covered by Yahoo. Try either of these as an alternative:

WebCrawler

http://www.webcrawler.com

SavvySearch

http://www.cs.colostate.edu/~dreiling/smartform.html

This is one of the more interesting recently developed search systems. Instead of having its own database, SavvySearch instead relays any search words to about 15 other search engines including Yahoo, Lycos, WebCrawler and GNN.

WAIS AND MEANS

WAIS (Wide Area Information Server) databases are "full-text" databases, which means that instead of only being able to search on certain key-words, or on titles, you can scan the full body of text of every article stored in a given database. For example, if you were looking for a book in a bibliographic WAIS database, but you couldn't actually remember the name of the book or even its author, then you could search for the name of one of the characters in the book.

WAIS databases cover a huge range of subject matter, from South American Rain Forest data to Premier League Football teams, and using the Web to access WAIS makes navigating one or more (or even all of them at the same time) WAIS databases extremely simple. One of the best starting points for using WAIS on the Web is to visit the main site at:

http://www.wais.com

If you're trying to find out any sort of information using the Internet as your tool, then using WAIS in conjunction with a Web search system, such as Yahoo, will almost certainly help you find what you are looking for.

GAMES ON THE WEB

If you feel like running up your phone bill for no good reason, then you'll also be able to find lots of ways of amusing yourself using the Web. There are a wide range of Web-based games available and here are just a few:

MasterWeb

http://imagiware.com/masterweb.cgi

This is a version of the old favourite "Mastermind" and is played using exactly the same principles as the original, except, of course, that there is only one player.

Battleships

http://manor.york.ac.uk/htdocs/bships.html

On a similar 1970s-plastic-board-game tip to MasterWeb, you can now play that old favourite *Battleships* on the Web against a computer opponent. Note that, as with many Web games, you'll really need a 28K8 modem connection here since there are a lot of graphics involved.

Drool

http://www.mit.edu:8001/afs/athena.mit.edu/user/j/b/jbreiden/game/entry.html

There are also a great many MUDs, MUCKs, MOOs and MUSHES available via the Web.

One of the most bizarre is Drool – if you have no respect for your sanity check it out. The URL alone is pretty staggering.

Web Rally

http://inls.ucsd.edu/y/OhBoy/Rally/

If you fancy a bit of a challenge and something to really run up your phone bill, why not try one of the Web Rallies. Bear in mind that you'll have to like trivia quizzes to enjoy this.

So, as you can see, using AMosaic can be more than just linking from one boring page to another and can actually provide some sort of justification for having an Internet account in the first place.

New additions are being made to the Web continuously and, no matter what your particular field of interest, you'll almost certainly be able to find something on the Web to suit your tastes.

Of course, when using the Web a lot, the next thing you're going to have to justify is a whopping phone bill.

WAIS SITES ON THE WEB

Here is a short list of a few interesting WAIS servers that are available via the Web. The range of subject matter covered by these sites is huge and many of them have cross-links to other WAIS resources.

http://www.ffa.ucalgary.ca/citt/clbd/wais.html" wais://east.isx.com/ wais://wais.kcilink.com wais://www.biodata.com wais://twilight.com:2229 wais://wais.greatcircle.com/ http://www.wais.com/ wais://wais.morningstar.com/ wais://www.sco.com:210/Info-Tools wais://austin.apple.com/ wais://www.info.apple.com/ wais://wais.digital.com/ wais://ftp.digital.com/ http://www.sgi.com/tech/Wais/comp.sys.sgi.archive.html http://www.funet.fi/FUNET-english.html wais://www.monroe-inst.com/ wais://cthulhu.control.com/ http://dowvision.wais.net/ wais://www.rai.com/">Resea wais://www.cris.com:210/cris.sprintnumbers wais://www.italy.eu.net/ wais://wais.eunet.es/ wais://www.eunet.ch/ wais://www.intac.com/ wais://nysernet.org/ wais://ftp.oar.net/

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Epson LX80/86/90	2·12	1·97	1·77	1·67
Mannesmann Tally 80/81	3·90	3·75	3·55	3·35
NEC Pinwriter P2200/P2+	3·03	2·88	2·68	2·48
Oki ML182/183/192/193/195	3·17	3·02	2·82	2·62
Panasonic KXP1123/1124/1140	3·46	3·31	3·11	2·91

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Star LC200	3·00	2·85	2·65	2·45
Star LC24 – 10/20/200	2·86	2·71	2·51	2·31
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Canon BJC 4000 Black Refill	8·50	8·30	8·00
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	1 off	2+	5+
HP Deskjet 500/40/50/60 Tri-Colour	26·00	25·65	25·25
HP Deskjet Portable, 310	18·00	17·70	17·30
HP Deskjet 600/660C Black	26·50	26·15	25·75
HP Deskjet 600/660C Tri-Colour	28·50	28·15	27·75
HP Deskjet 850C Black	26·00	25·65	25·25
HP Deskjet 850C Tri-Colour	25·00	24·65	24·25
HP Thinkjet/Quietjet	12·13	11·93	11·63
Olivetti JP350/150 (Double Cap) Black	36·50	36·00	35·50
Star SJ48	17·54	17·24	16·84

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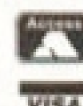
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We are a small independent software developer currently marketing *Pin-Ball "PRELUDE"* for AGA magazines, (see our ads in *AF's* "Market Place" pages).

What we want to know is what Amiga buffs really want – then we'll do our best to produce it. Readers can write to us (keeping it brief) at: Effigy Software, 2 Manor Close, Ruskington, Sleaford, Lincs, NG34 9HL.

Ian Jenkins
Lincs

Well, we wish you luck and look forward to seeing the results of your labour. I'm sure the loyal Amiga following will give you all the advice you could ask for.

SPOILSPORT

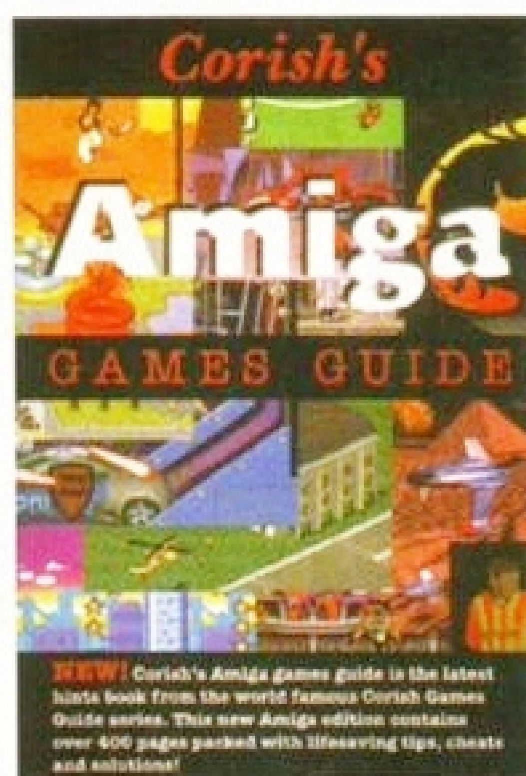
I'm writing to inquire as to when you intend to publish the next edition of Amiga Games Guide. Presently, I make regular use of the tips and cheats made accessible in the First Edition.

But over the past few months I have purchased a number of games for my grandchildren to make use of and, unfortunately, the required information on (tips/cheats) is not enclosed, so I would be appreciative if you could give this letter your attention.

William J Justin
N. Ireland

Well, you could at least try to play the games for a bit before you resort to cheating, couldn't you? There will probably be another Amiga cheats book, but not for a while yet (have you tried the recent Corish book, recently published and in the current AF mail order section?). To make it worthwhile there have to be sufficient new cheats to make a book out of for a start.

In the meantime, if you are stuck on specific games, why don't you write to Helping Hand at the usual Amiga Format address. If you have Internet access, you can also contact the huge database of tips on-line at the Amiga Format home page: http://www.futurenet.co.uk/computing/amigaformat.html.



The most current Games Guide, but, obviously, already out-of-date for new games.

FEELGOOD FACTOR

Amiga Technologies makes its first positive move with the new packages for the A1200! This is the sort of thing that Commodore of old was good at and Amiga Technologies looks set to continue the trend.

High-quality, user-friendly, efficient productivity software such as this will really help to make the £399 A1200 much more competitive against the PC deals

Continued overleaf ➡

POCKETFUL OF KRYPTONITE

Just a few words from me to show users of those bizarre machines, PCs, that the Amiga is a superior machine. If this was not true, would the producers of the TV show *The Krypton Factor* have selected the Amiga for use in the final round of the show (I'm sure I was not the only one to spot this).One other thing, how did they get hold of four A1200s?

Craig Charlton
North Yorks

I know that *Amiga Format* gives out prizes for spotting Amigas on the telly programs, so I thought I'd write in. I saw four Amiga 1200s on *The Krypton Factor* on 11/9/95. They were using them for the end game where the contestants have to crack the letter code to write the words. If you need an idea for a prize, I wouldn't mind *Super Skidmarks 2.*

James Constable
Scotland

One of the joys of being the Editor of the world's biggest selling Amiga magazine is that you don't get to watch any television. Certainly not any TV before 10pm anyway, so I'll have to take your word for it.

I am not entirely sure where they got them from – maybe one of the earlier challenges was that the contestants had to sort out a manufacturing deal for components in the Far East and assemble the machines themselves before the end of the program.

For the last time of saying, we aren't giving out prizes for Amigas on the telly. There are just a few too many of them.

Try spotting some in the movies – that we might be interested in.

The Gallery

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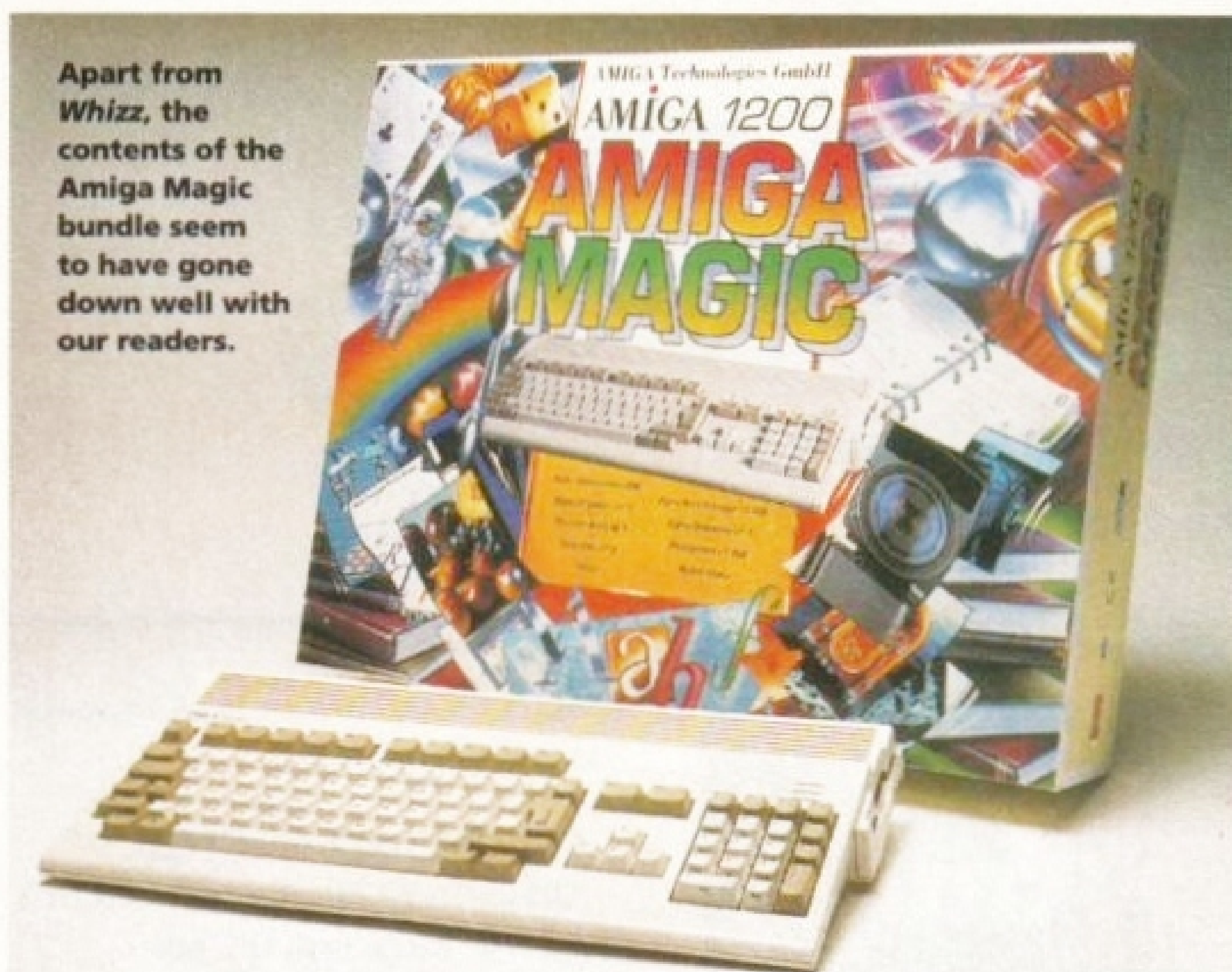


SLOSHED

Created by Jason Jordache from Lincs.

You might call us slushy, sentimental suckers, but when this image dropped into the office mail bag, we just couldn't resist shouting: "Aaawww, that's so cute". Congratulations to Jason for this terrific image. A clear-cut winner in anyone's book.





Apart from *Whizz*, the contents of the Amiga Magic bundle seem to have gone down well with our readers.

← on offer. Whereas an equivalent software package for the PC would cost hundreds of pounds and run under a vastly inferior interface, the Amiga does it all in under £400. To just buy the Operating System Windows 95 and the Microsoft Office package would cost £390.

On the games front, including *Pinball Mania* is pleasing as I believe that this is the fourth instalment of the highly successful *Pinball Dreams.* But why choose *Whizz?* If this is the same *Whizz* that has the isometric playfield and ludicrous short time-limits, then Amiga Technologies should have done better. *Colonization, Virocop, Fears,* or *Alien Breed 3D* would have all been much better options.

I read this information from your section on FutureNet and must say that, as a newcomer to the Internet, I have been very impressed by the quality of information available. On which page are your latest Gallery pictures and PD software available?

Sam Smith
Skipton, N. Yorkshire

Thanks for those comments. Amiga Technologies apparently had strict limitations on what could be included in the pack – they wanted AGA-only games and ones which hadn't been previously released. Obviously this restricted the choice a bit.

The Gallery pictures are in the area cunningly marked "Gallery" on the main page. There is a selection of PD software from our pages in the area marked "PD zone".

CONGRATS ON A MENTAL MAG!

I have just upgraded from an A500 to an A1200 with an Apollo accelerator with a 33MHz FPU. I would love to hear from any readers who are into *Imagine* 3D raytracing package (a most generous giveaway on issue 53 by our friendly *AF* team).

Sadly, I cannot find the whereabouts of an FPU version though. I have now become a serious 3D tracer and am dead interested in lively correspondence with any *Imagine* users (especially *Imagine 2.9 & 3.0*) – home or abroad.

If you are interested, can advise me of my problem, or would like to simply swap ideas and projects, then don't hesitate – write today; reply guaranteed. I await in suspense. Oh... yes that means you need to start pushing pen or keys, a reply is needed. Now.

Neil,
Flat 4A
239 Selhurst Rd
South Norwood
Croydon, London SE25

We did send out copies of the FPU version of Imagine for as long as we could, up to about 18 months after the disk appeared, to anyone who asked for them. If you didn't ask, then you have only yourself to blame. However, there are some projects in the pipeline which may be of interest, so watch this space.

WINNER!

We are pleased to announce the winner of our "write a letter in the style of *Amiga Power*" competition.

Do you wear women's clothing? I do. So does my dog. Milky milky. Lovely.

Did you see *Whose Line Is It Anyway* last night? You know that Clive Anderson. That's you, that is.

Should I swap my mother for a PC, or stay with the Amiga? Can you perform a deadswap operation using a blow torch, three bananas and a grapefruit? Do you read MAX POWER?

Do you think Jim Blackstock is sexy? We do. Who is Jim Blackstock you may ask? (Aka Auntie Jim). He is my pet jock strap. So there. Bye.

Anon

Thank you for that. Please send us your address so we can forward you your much deserved kick in... er, your "prize". Next month, you must write letters "in the style of Medhi Ali apologising".

HELP ME IF YOU CAN

I need help! My Amiga CD32 is currently kaput. I cannot find anyone to fix it. I know that there is a shortage of spare parts, but surely somebody on this rock can repair it. I have even been knocked from the warranty people who no longer do chargeable repairs. If I



If you are hoping for an FPU version of *Imagine 2*, you'll have to wait a bit longer.



BATMAN FOREVER

Created by Trevor Hall from Middlesex.



AMITY

Created by Barri Scott from Cumbria.



MAGCOVER

Created by Jason Jordache from Lincs.

INGENIOUS IDEAS



I have some ideas for a possible A1200 HD bundle. I think it should certainly include *Directory Opus 5* (or at least version 4 – if they included version 4 it would be good publicity for GP soft to illustrate the advanced features on offer in the new package).

These days having a great file directory program is more of a necessity, than a luxury. If a commercial one isn't available, *SID 2* would suffice. Another program worth considering is *Disk Expander.*

The compression this program offers (nearly doubling the size of the hard drive), makes it a worthwhile inclusion, although it does run slower with no Fast RAM. *Hyper Cache 2* could work hand-in-hand with *Disk Expander*, speeding up the hard drive, while retaining the excellent saving in HD space.

Escom could include the Public Domain *EPU Hard Disk Stakker* in place of *Disk Expander*. In fact, it would be a good advert for Public Domain software. Other PD programs such as: *Re-Org v3.11, Disk Salv v2.31, Tools Daemon v2.1, Magic Menu, Magic Workbench, Super Duper v3.13* & *Fast View* could be included as well. *Fast View* is certainly much better than *Multi-view* and even supports GIF and JPEG formats.

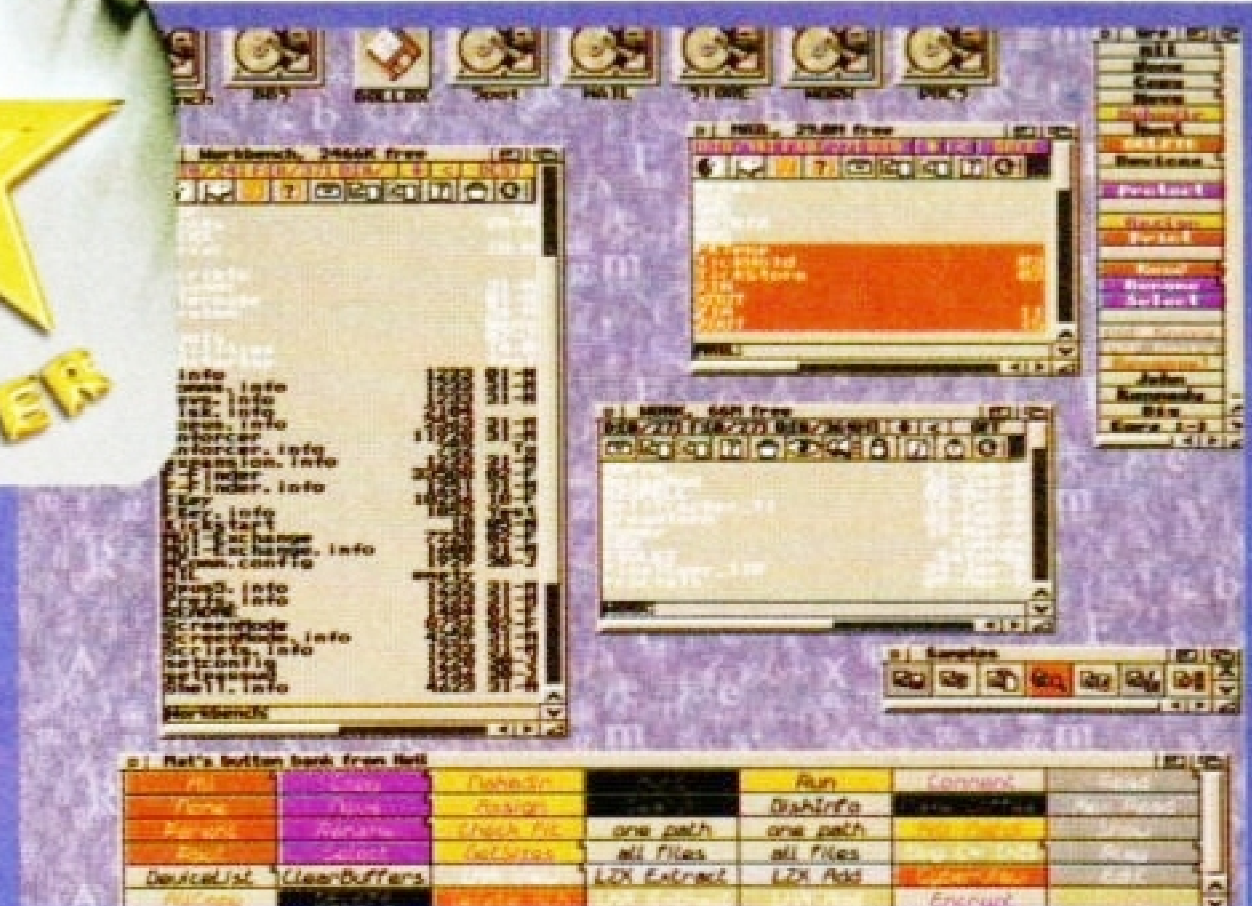
On the games front, *Fears* definitely warrants a place in the package. A lot of people bought a PC to play *Doom* – it's amazing how a brilliant game/application (coupled with good advertising) can really sell a computer.

Fears, show that the Amiga is capable of producing games which are as good as the ones that are available on the PC. *SWOS* and the soon-to-be-released *Star Crusader* are also worth including and maybe a quality platform game, such as *Super Frog* or *Flashback* (which I think is still one of the best ever games on any format), just to give some indication of the diverse spectrum of Amiga games that are available.

Why doesn't someone get all of the great Amiga adventures and put them together on one CD. They could include: *Beneath A steel Sky, Monkey Island 1&2, Indiana Jones & The Fate Of Atlantis, The Legend Of Kyrandia, Lure Of The Temptress, KGB, Simon The Sorcerer*. And maybe even include the soon-to-be-released *Flight Of The Amazon Queen* (which looks like being a brilliant game).

I would just like to say I agree with Gideon Cresswell's point (*Amiga Format* issue 77), that it is intolerable that the majority of games aren't HD installable. I just want to let him know that there are two disks that contain installers for *SWOS* and *Mortal Kombat 2* available from Active Software (see advert in *Amiga Format*). You will, however, need 2Mb chip RAM and 4Mb Fast RAM to run MK2 from HD, because it copies all the program data directly to RAM and it is infinitely more playable than the floppy disk version.

I have a tip for those people who have an A1200 and CD^{32}, and connect them together in order to use PD CDs. The quickest way to extract data, is to use "win" (from the Network CD). As most of the data stored on the CD is in compressed form, copy it over to your RAM disk or HD and decompress it later. Since decompressing the data directly from the CD using "SNET" takes ages, you can decompress the data easily if you have *Opus*.



Directory Opus 5 had a mixed reception, but should Opus 4 have been a contender for the Amiga Magic bundle?

If the file is compressed by 'DMS' (as most are), select RAM disk on the left side and where the file is stored on the right-hand side. Drag the file over from right to left and, if you have 'DMS' in your 'C' directory, you will be asked to insert a floppy disk . The file will be decompressed, but you have to ensure you have 'DMS' in your 'C' directory.

One last thing: doesn't the ZIP drive look just great?

Paul Giles
West Sussex

There are certainly some good ideas here. As I said before, Amiga Technologies had given themselves some very strict rules to work within and I don't think they would have been happy including shareware in the bundle, but it's perhaps something to think about. Thanks for the tips, there's a sweatshirt on the way.

don't get it repaired soon I'll have to dig out the dreaded and very dusty ZX81.

Mr T Smith
Witham, Essex

We are not currently aware of anyone who repairs CD^{32}s, but calling on of our advertisers who repair A1200s might yield some results.

BBS PLUG

I run a Bulletin Board called Magic Mushrooms which I have advertised in an Amiga magazine.

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Simba
West Midlands

No you can't you cheeky devil. Why should you be allowed to advertise for free? I've never heard anything so shameful in all my life.

WINDFALL

I recently received the October issue of *Amiga Format*, but the strange thing is, I never ordered it or took out a subscription. It is the full subscription copy, complete with Subscribers' Superdisk. I am at a complete loss as to the explanation of this and wondered if you could shed some light on to what is fast becoming a puzzle.

The only thing I can think of is that a few months ago I sent some IFF files for inclusion in the Gallery and perhaps it is your policy to send a copy of *AF* to all contributors, whether their work is published or not.

I would be grateful if you could solve this mystery for me, even if the answer is elementary, Dear Nick.

D.B.Gregory
Blackpool

The great gods of mailmerging must have smiled upon you. No, unfortunately, we do not print enough copies of the magazine to give one to everyone who writes in. If I were you I'd say nothing about it and hope the evil Special Accounts Militia don't come round your house demanding monies.

REASONS TO BE FEARFUL

After reading your glowing review of *Fears* in the October issue of *Amiga Format*, I decided to go out to my local branch of GAME and purchase a copy.

Surprisingly, I found it was nowhere to be seen. Then, having asked the assistant, not only was I told that they did not have a copy, they also said it had not been released yet and they did not know when it would be released. Yet in your review it says that it is already out.

Please could you tell me where I might be able to get a copy from and will I be able to run it on my standard A1200?

Adam Sammons
Staffordshire

The game was due out as we wrote the review. Sometimes there are distribution difficulties and so forth, but if your local store didn't even know it was coming out, I suggest you tell them to get their act together.

Whilst we are on the subject of Fears, it has been brought to my attention that someone writing for another magazine has posted messages of Fidonet saying we reviewed a demo version of the game. This is an outright lie.

One of the problems with the Internet and newsgroups is that it would be difficult and costly to sue anyone under current laws of defamation, so this is where the untrustworthy like to pedal their wares.

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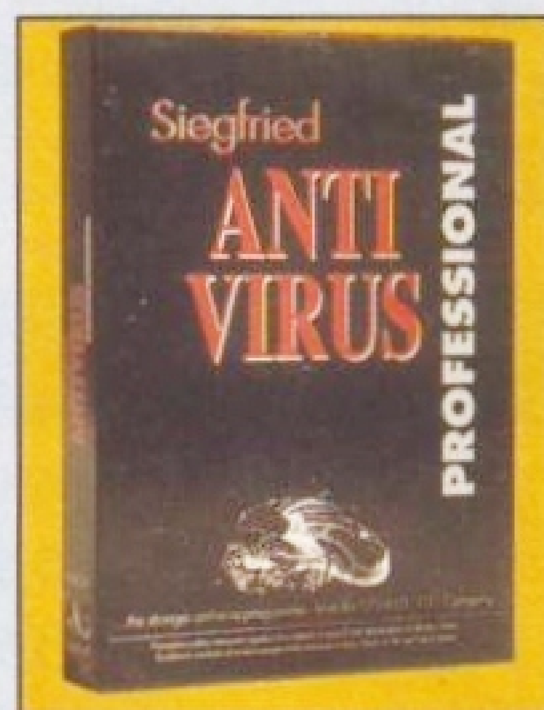
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Save £5 on one of the best virus checkers available. *SAP* will help guard your Amiga against the unwanted attentions of viruses – it's more powerful than the various Public Domain virus checkers and includes several unique features. *SAP* works with all Amigas with Workbench 1.3 or better, although 1Mb of RAM and a hard drive are recommended. When it was reviewed in *AF72*, *SAP* scored an impressive 81 per cent and was described by Nick Veitch as: "Possibly the most thorough virus protection system for your Amiga".

NEW!

Description	Siegfried Antivirus Professional		
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The Serial Killers



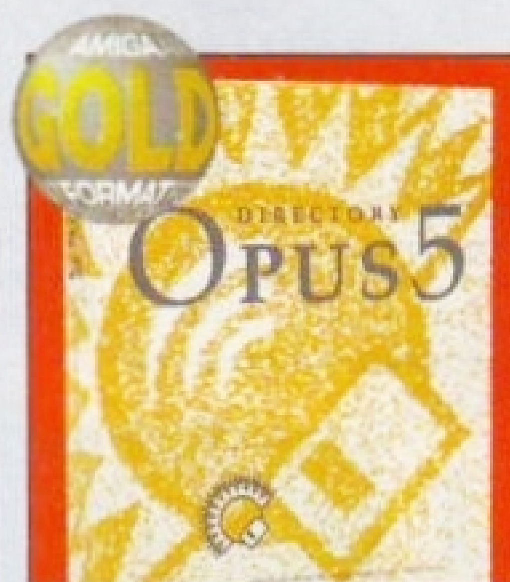
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Description	Directory Opus 5		
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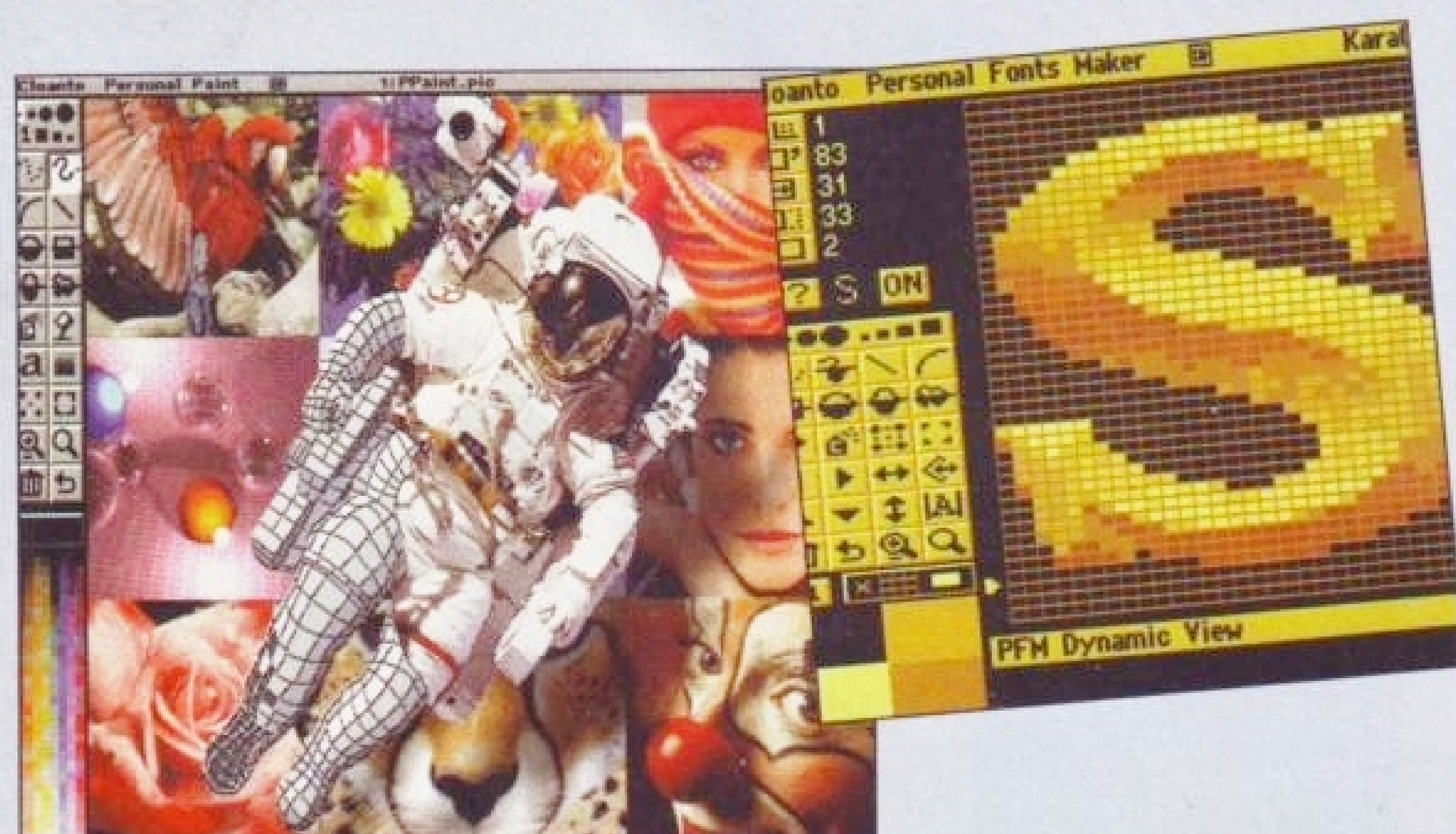
Turbotech Clock Cartridge



Your Amiga will always know what day it is with this handy device which sets the correct time and date. The *Turbotech Clock Cartridge* simply fits into the disk drive port (or on the back of your second drive). Comes complete with software. Save £2 off the recommended retail price.

Description	Turbotech Clock Cartridge		
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Take advantage of our very special *AF* mail order offer and get the truly excellent *Personal Paint*, plus the bitmap font editor, *Personal Fonts Maker*.

Personal Paint is a paint, image processing and animation program, and is an ideal graphics package for programmers and the more serious Amiga user.

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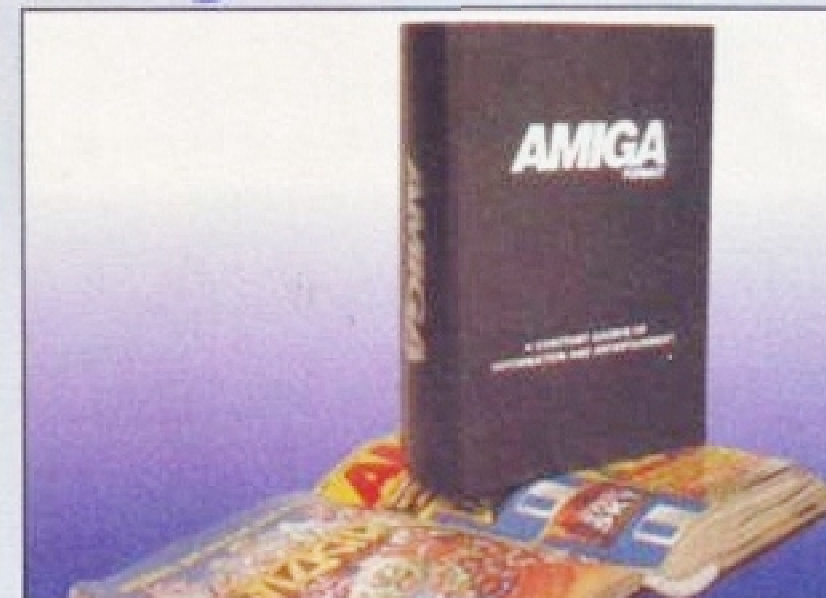


This sequencer package, (85%, *AF60*), is one of the most ground-breaking releases since the original *Music-X* made such a huge impact back in 1989. *Music-X 2* is a full MIDI sequencing package for controlling synthesizers, drum machines and any other MIDI equipment, or you can use it with internal Amiga samples. The leading sequencer for the Amiga.

SAVE £100

Description	Music-X 2	EVEN LOWER PRICE	
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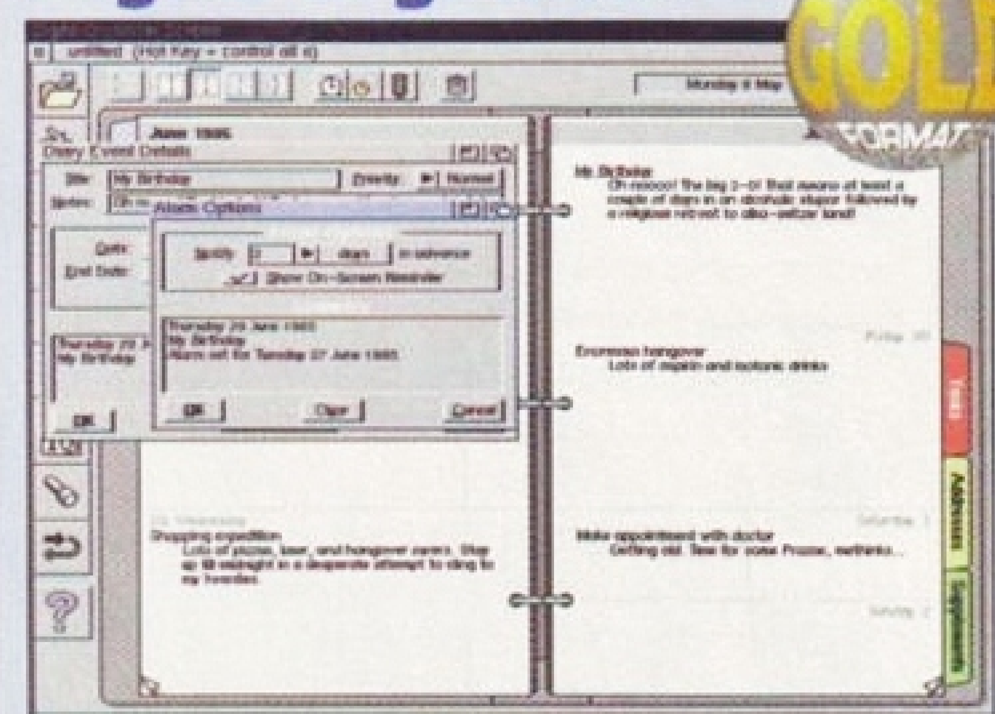
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At last! A quality replacement mouse at a bargain price, complete with mouse mat. The 260dpi resolution mouse is 100 per cent Amiga- (and Atari ST-) compatible and both buttons are fully micro-switched for maximum reliability and performance. The tastefully-coloured neoprene mouse mat, essential for keeping your mouse free of dust and dirt, is 5mm thick and has a non-slip backing surface.

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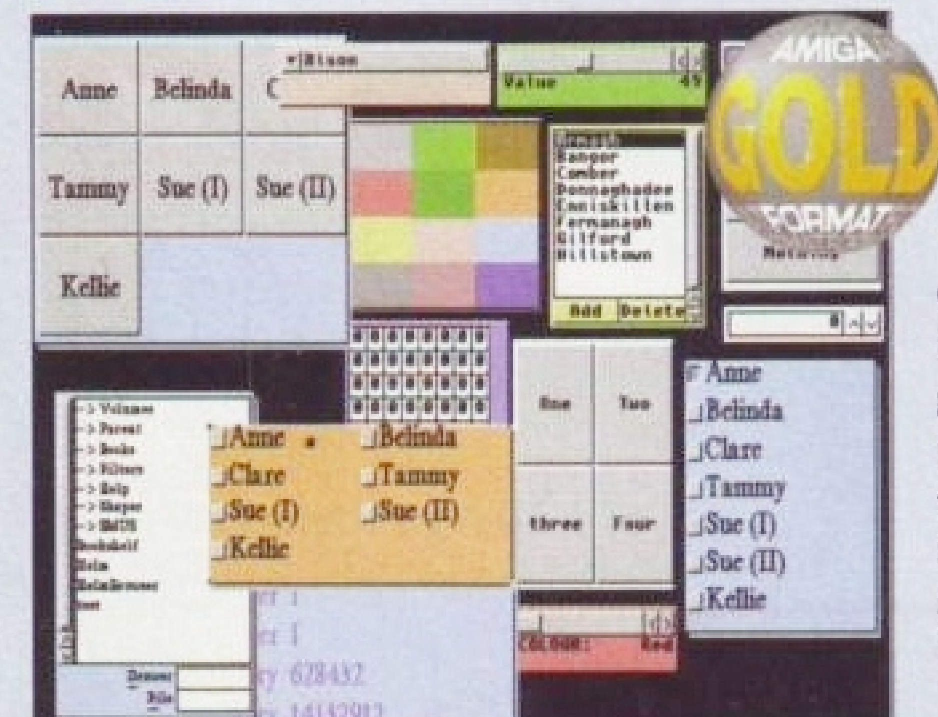


Another *Amiga Format* Gold, after using *Digita Organiser* you'll wonder how you ever kept your appointments in order. Easy to use, but packed with features, this is truly the king of electronic Filofaxes.

NEW!

Description	Digita Organiser		
Order code	AFDO	AF Price	£34.99

Helm



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Description	Helm		
Order code	AMF503	AF Price	£99.95

Aladdin



This Disney-inspired platform adventure not only looks great, but it also plays brilliantly and earned a glowing *Format* Gold award in *AF66*. And now *Aladdin* can be yours for £10 off the RRP. *AF* games editor Stephen Bradley was so enchanted by *Aladdin*'s spell that he wrote: "It's just like being a real baggy-trousered sword-wielding little man in a cartoon in Khartoum. Or somewhere".

● **A1200 only**

Description	Aladdin		
Black code	AFAL	AF Price	£16.99

Communicator III

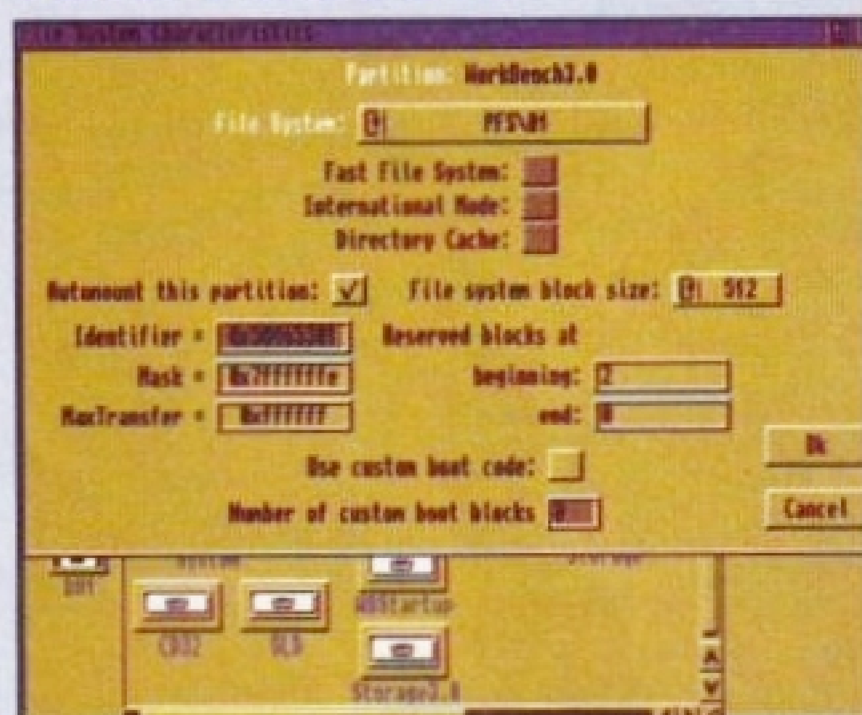


If you have a CD32 and an Amiga with *Communicator*, you can use your CD32 as a CD-ROM – and it brings many new features, including AGA Viewer (view CD pictures and animations in 16.7 million colours), Virtual CD (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port.

Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.

Description	Communicator III		
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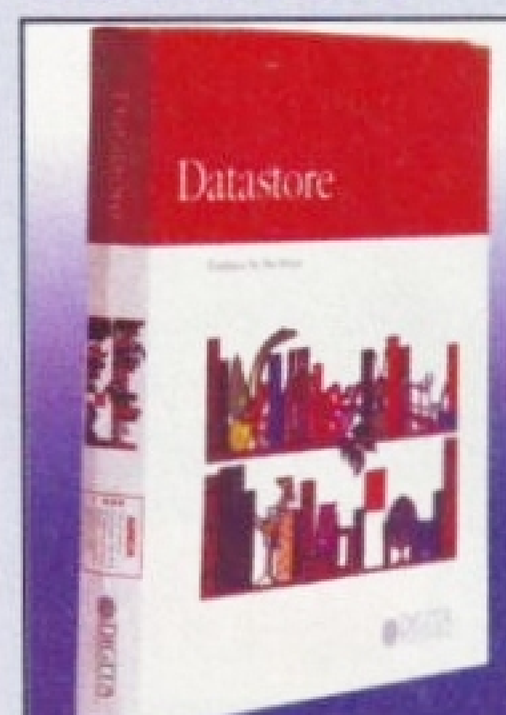


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NEW!

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Description	Datastore		
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TechnoSound Turbo Pro



The latest version of this brilliant sampling software was reviewed in *AF76*. It's fast enough to produce samples at higher-than-CD quality and has more than enough features for most beginners. If you want to get into sampling, this is the one.

NEW!

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PageSetter 2: The Manual



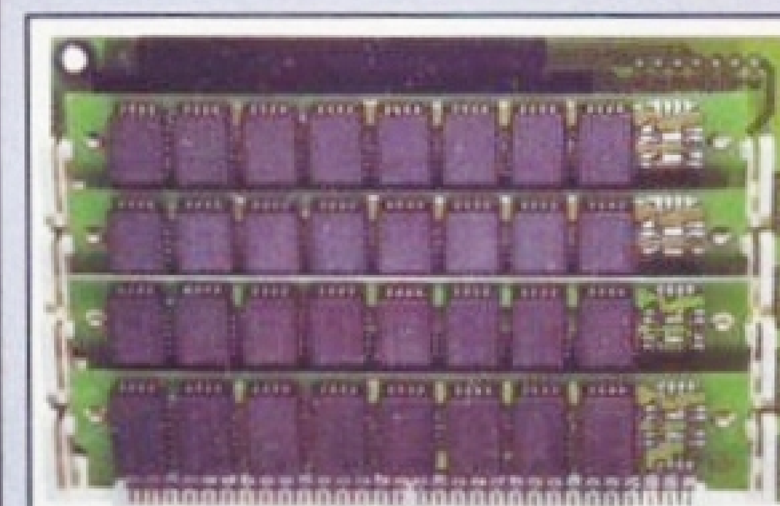
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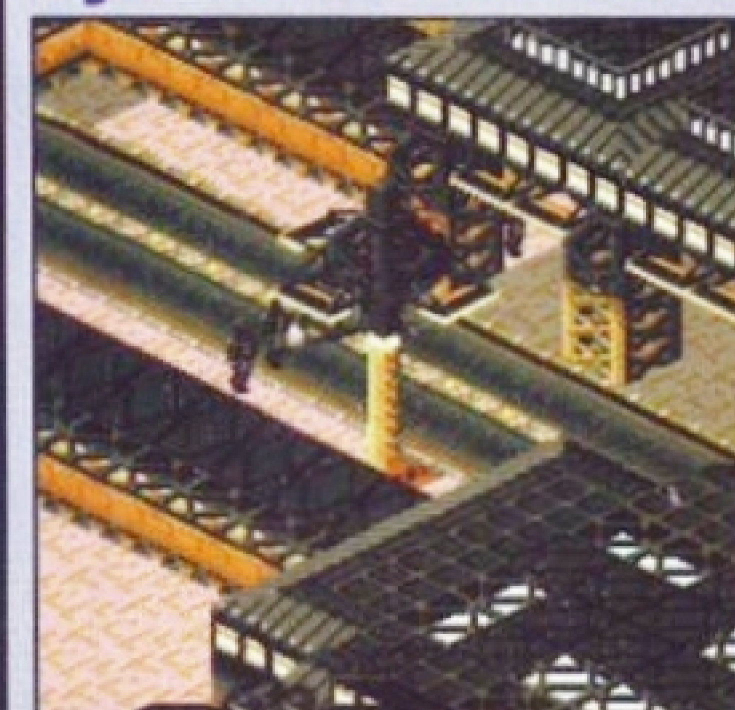
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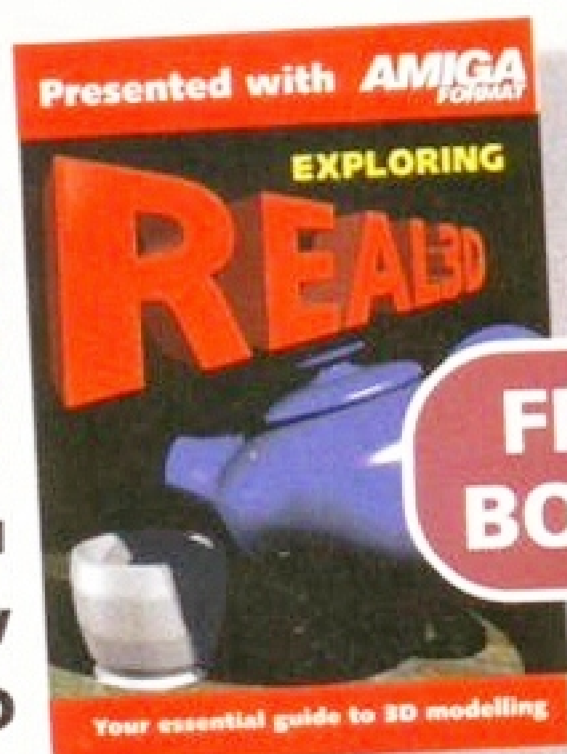
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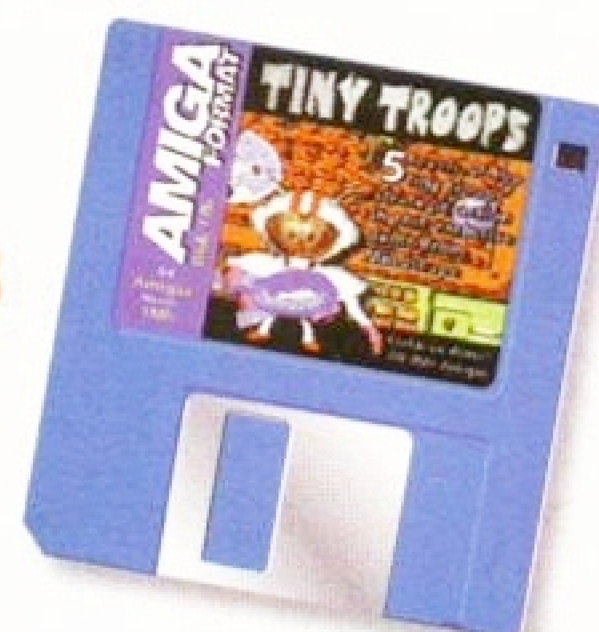
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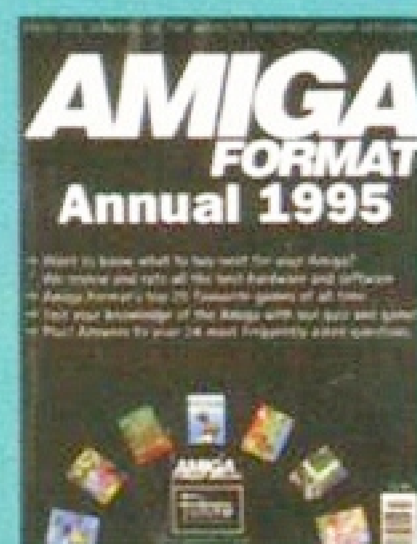


Tiny Troops

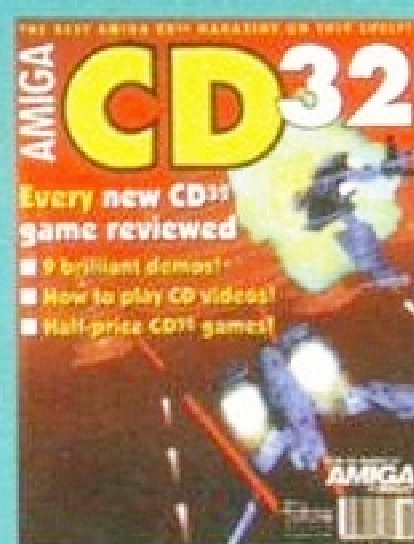
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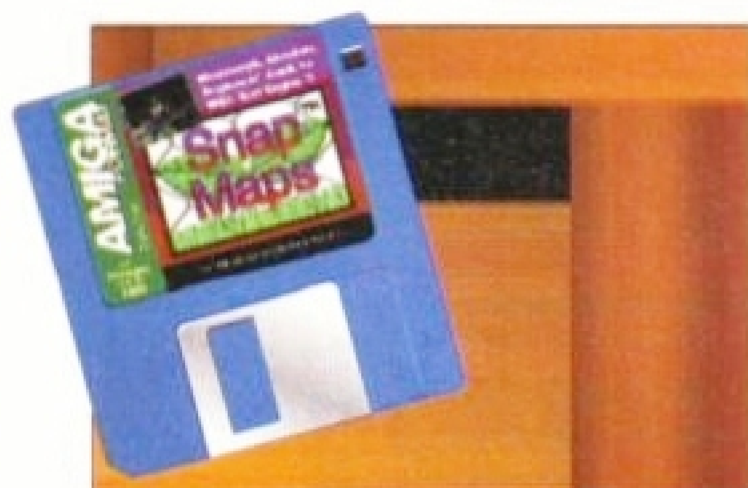
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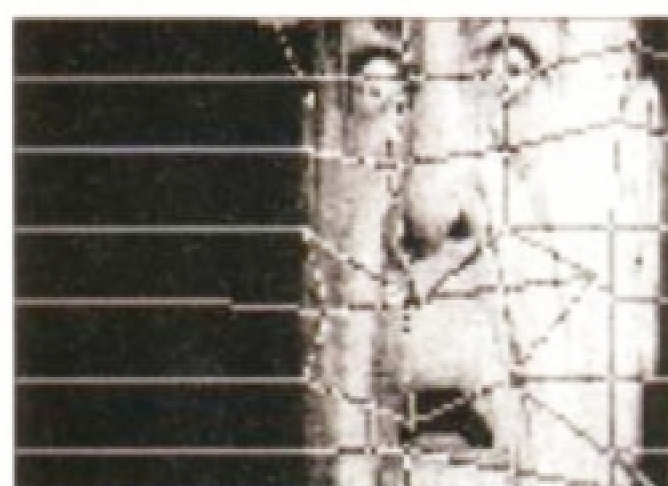
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AF MAG 12/95

AMIGA FORMAT COVERDISKS



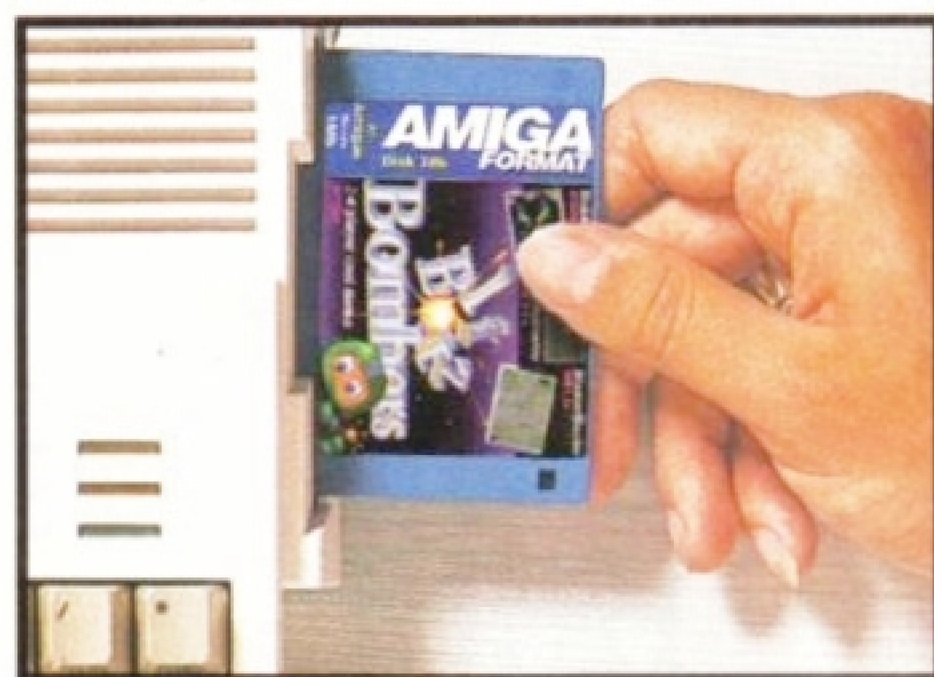

Six of the best modelling tools from the *Snap Maps* collection, plus three more programs are crammed on to this disk.







Bomberman is back with a vengeance. Two to four player mayhem in this brilliant demo from Leading Edge.



Blitz Bombers

All you've got to do is bomb your way through to an opponent and blow the hell out of them.





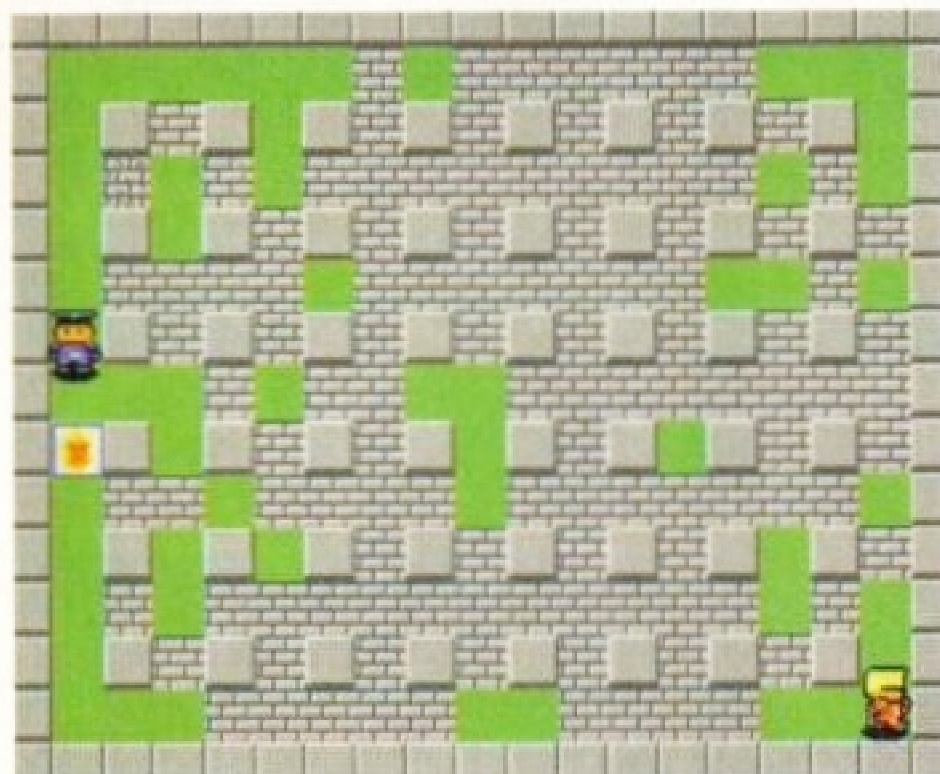
To avoid getting blown up in *Blitz Bombers*, hide around the corners where the bombs can't go.

Er, there's not much to say really. Get some mates round. Plug in a couple of joysticks and start the game. You must each press fire when the game gives you the choice of players in order to activate your player.

Then you'll find yourself in the middle of a cute-looking garden. All you've got to do is bomb your way through to an opponent and blow the hell out of them.

To place a bomb, press fire and then run away. The bombs have a timer of a few seconds before they blow. Be careful so that you don't stay in the path of the explosion, because you'll blow yourself up. To avoid this, hide round a corner – the bombs can't go round corners.

David Taylor introduces the four demos and games on offer on this month's stunning Coverdisk: *Blitz Bombers, Master Blaster, Blob Kombat* and *Thinkamania*.



We felt sorry for those of you who haven't got an AGA machine, so we tracked down *Master Blaster*.



Two players take command of the cute blobs, chase each other and try to jump on each other's heads.

When some of the blocks are blown up, you'll find that they reveal power-ups. Needless to say, grab them.

There are other weapons too and the game can be fully configured from the options screen. That's it, really, you'll pick the rest up as you go along.

Master Blaster

We felt sorry for those of you who haven't got an AGA machine and can't play the *Blitz Bombers* demo, so we tracked down this PD *Bomberman* game. The idea behind it is pretty similar to *Blitz Bombers*, although not as colourful, or as complex (if *Bomberman* can ever be called complex, that is!). This game will play on any 1Mb Amiga. It's a game for two players and is just a case of plugging your joysticks in and bombing away.

Blob Kombat

This game is another one for AGA owners. Two players take command of the cute blobs and chase each other around the screen across the platforms, trying to jump on each other's heads. Obviously, pounce on your opponent and they lose a life. There are doors on each side of the screen to allow you to jump to the other side.

There are also power-ups lying around, which give you different abilities – one of the best being the wings, because you can just fly over your opponent and drop on them. Notice also that the floor is a conveyor belt which makes it harder to navigate.

If you like the game, you can obtain the full game with more levels from the authors whose address is in the docs.

Thinkamania

Here's one to test your brain. It's a simple, but addictive game which gets you trying to match pairs of cards. You can play solo, or against an opponent. All you have to do is remember where identical cards are and pair them up.

The graphics are colourful and the sounds will raise a chuckle or two. When you start the game, you'll be asked about the chosen screenmode – you can simply use the one that's selected, or change it if you have a suitable monitor. Remember that although this game isn't restricted, it is shareware – if you like it, send off to register to the authors named in the docs.

Snap Maps overleaf ➡



Thinkamania is a simple, but addictive game which gets you trying to match pairs of cards.

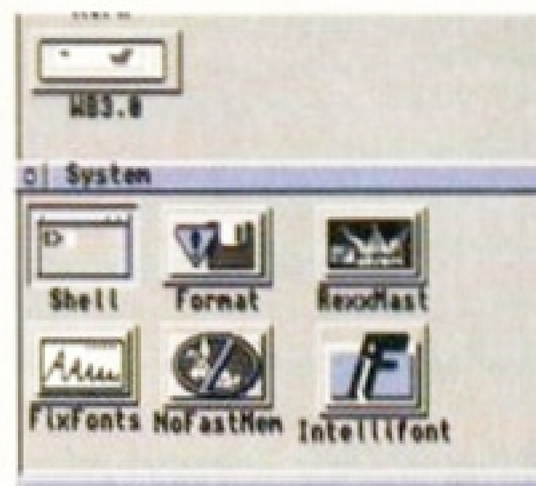
PLAYING THE GAMES

If you've got a WB1.3 machine, all you have to do is boot the disk and *Master Blaster* will load. If you have a Workbench 2 machine, there are more choices. You can play *Blitz Bombers* (if you have an A1200), *Master Blaster*, *Blob Kombat* (A1200) and *Thinkamania* (WB2.1+).

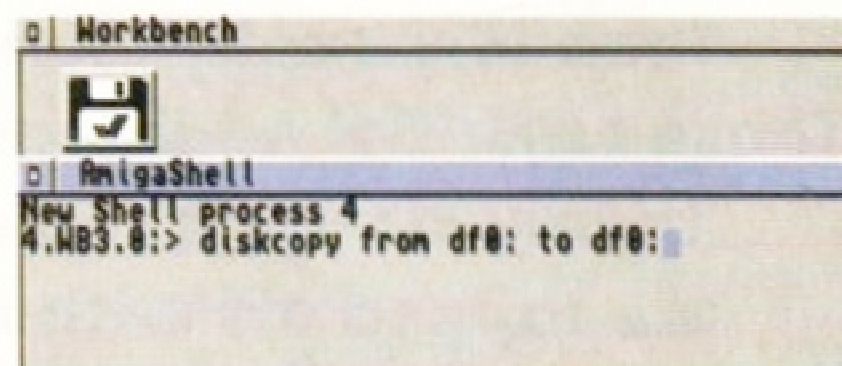
The first three can be selected by pressing 1, 2, or 3 at the menu and then <return>. *Thinkamania* (WB2.1+) can be loaded from Workbench. Boot Workbench first and then insert the game's disk, double-click on the *Thinkamania* directory and the game icon. *Blob Kombat* can also be loaded from Workbench if you have an A1200 and sufficient RAM. The docs for the games can be read from Workbench.

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

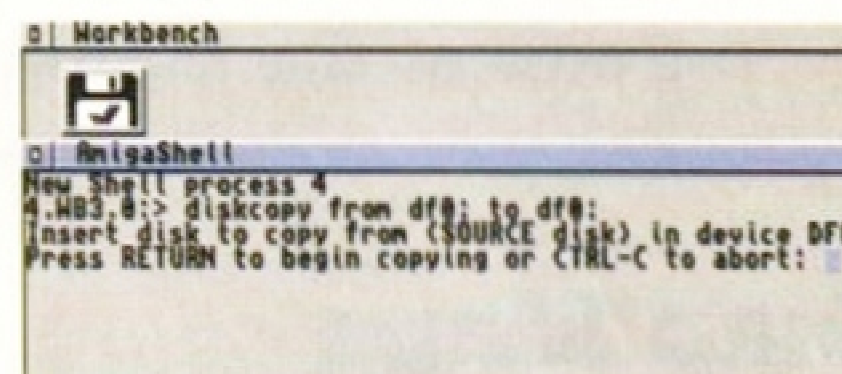


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

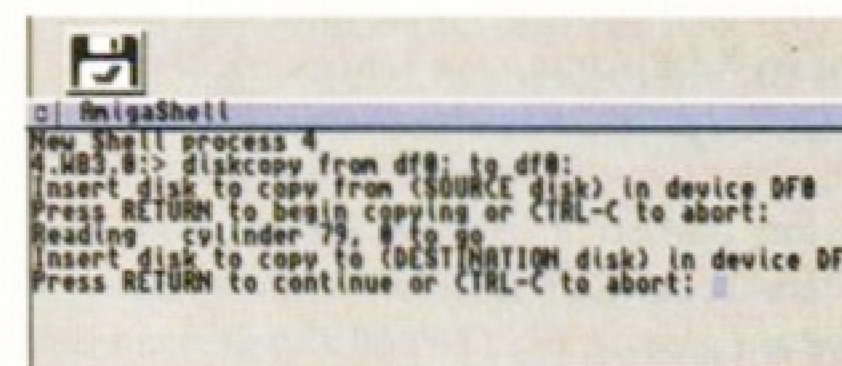


2 Type in the following line (with a *zero*, not the letter O), taking care to put the spaces in the correct places:

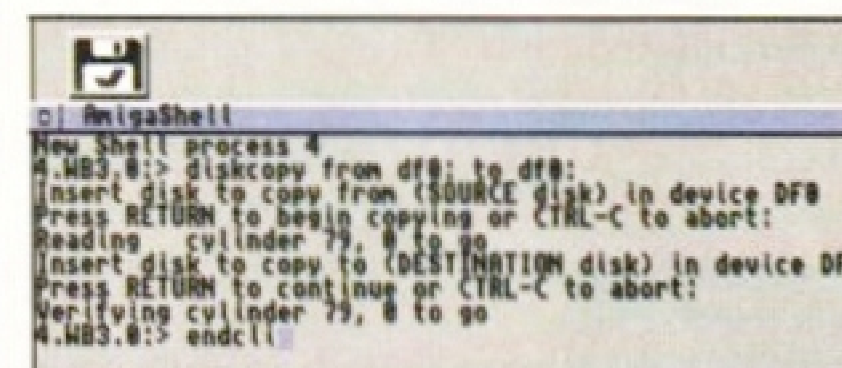
DISKCOPY FROM DFO: TO DFO:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

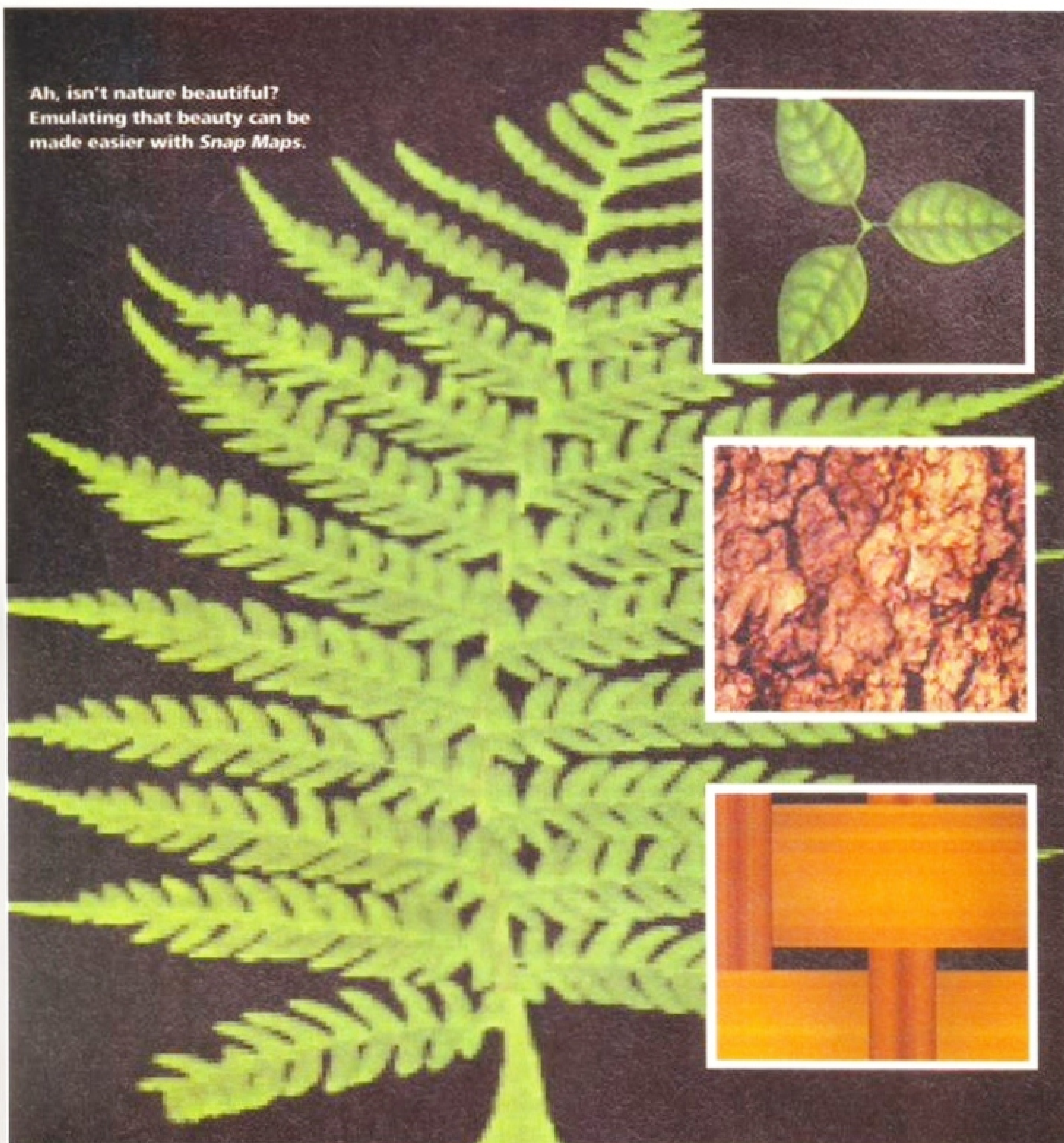
DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, including an SAE, for a free replacement to:

Amiga Format (insert name of disk) Disk, DisCopy Labs Ltd, PO Box 21, Daventry, NN11 5RT



This month's disk contains six of the best from the *Snap Maps* collection. These essential additions to any 3D users tools are topped off with a guide to Workbench 3, a morphing program and a text editor. David Taylor introduces the throng.


Ah, isn't nature beautiful? Emulating that beauty can be made easier with *Snap Maps*.

Snap Maps

This month's disk contains six textures and bump maps with clipping paths taken from the *Snap Maps* collection, which is reviewed on page 108 in this issue. These can make producing convincing 3D images easier than ever before. Creating fern plants, wire fences, wicker slats and bark-covered trees is now possible.

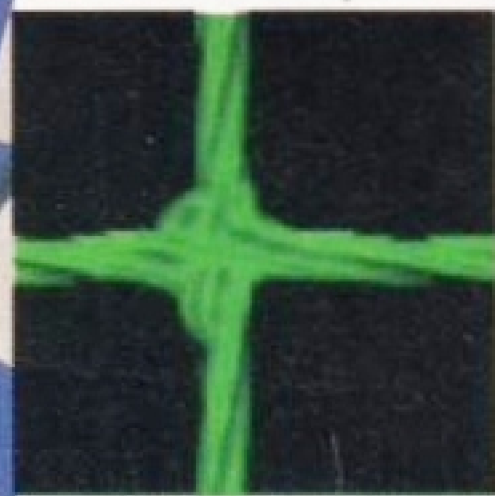
On the Coverdisk itself, you'll find a directory named SnapMaps. Inside, there are two subdirectories – foliage and materials. These are picture files, so you should load them from an application – they are not executable items. These textures are for use in 3D programs. The six Snap Maps included are: bark, fern, threeleaves, chainlink, net and wicker. Some of them have different colour maps for different uses.

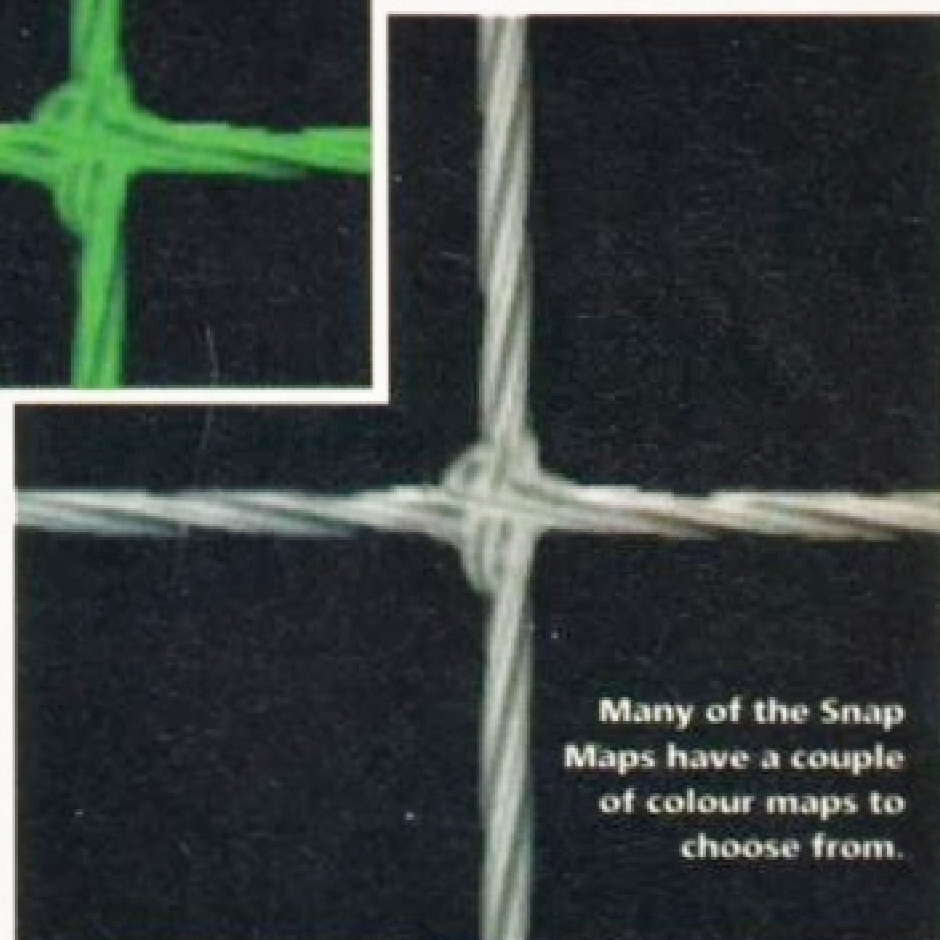
The colour maps and bump maps have been converted to JPEGs in order to fit them on to a single disk, so you do need to convert them back to IFFs using any suitable image processor, e.g. *ImageFX*. The colour files should be converted to 24-bit IFFs and the bump file can be converted to 256 greyscale for most packages. However, *Imagine* users should note that the .bump files need to be 24-bit as well for use with that package.

The .clip files, which are left in their original greyscale form on the disk, also need to be converted to 24-bit for use in *Imagine*.

There is an icon within the SnapMaps directory that will temporarily assign Snap Maps for you. If you want to install them to hard drive, drag the entire directory across to your hard drive. Should you want to make a permanent assign, add one to your user-startup.

Using the Snap Maps is easy enough and doesn't require any real explanation, except for *Imagine* users. When you want to apply one, load the detail editor and select attributes from the




Many of the Snap Maps have a couple of colour maps to choose from.


This example scene shows the realism that can be achieved and gives you a chance to examine how the Snap Maps can be used.

Snap Maps

menus. Load the colour file and adjust it as you want. Then, save the attribute and re-load it.

It's only when you start using these tools that you discover how powerful they are. There has been no other collection like it.

Snap Maps can save you masses of time and still help you create a picture that you'd have previously thought impossible.

Remember that the original Snap Maps are supplied as 24-bit images, so they are even better quality than the ones included here. For more information about the other Snap Maps available and how to get them, see page 108.

Absolute Beginners' Guide to Workbench 3

(Workbench 3+)

With new Amigas selling, we thought it was an ideal time to help out newcomers and those who have never got to grips with their Workbench. This guide from F1 Licenceware is an interactive introduction to the basics of your Amiga and how to use the Workbench. It is designed specifically for Workbench 3 users and guides you through the menus and features of Workbench through text and pictures.

It is best for you to install the disk to floppy and then simply boot the floppy. However, we have left it so that it can be installed directly to a hard drive. If you do this, you need to make sure you have copies of the libraries that are included in your Libs: directory.

You may also find problems displaying the pictures. If you are a beginner wanting this tutorial, install the first disk to a floppy – it will save you all this hassle. There are now further volumes in this series of tutorials available from F1 Licenceware.

For more information, call 01392 493580.

Minimorph

(Workbench 1.3+)

Morphing and warping pictures can produce some excellent results. This is a small morphing program that can be used on any Workbench. You must install the libraries that are included with the package. The more RAM you have, the better, but if you've not got much, then stick to a low screen resolution.

Included in this package are three pictures for you to try out. You can use any of your own too, but they must be greyscale. *Minimorph* can deal with up to 256 greyscale.

When you've loaded a picture, you will see a grid laid over the top. You can adjust the number of squares in the grid if you want to do a more detailed warp. The menus can be brought up using the function keys, F1-F4. To get rid of the menu, press the function key again. Adjust the grid by dragging the points where the lines cross to a different position.

When you render the animation, *Minimorph* will then move the point that was originally under the cross to the new point and thus generate the warp. The animations are quite impressive and amusing. Morphing friends' heads is a fine pastime.

One word of warning, if you want to save the animations that you render, don't set the destination directory to RAM:, because *Minimorph* uses so much of this that you will cause the program to crash. Simply direct the saving to a disk. The frames are IFF images that you can view in paint packages, or string together as an anim file in a package like *DPaint*.

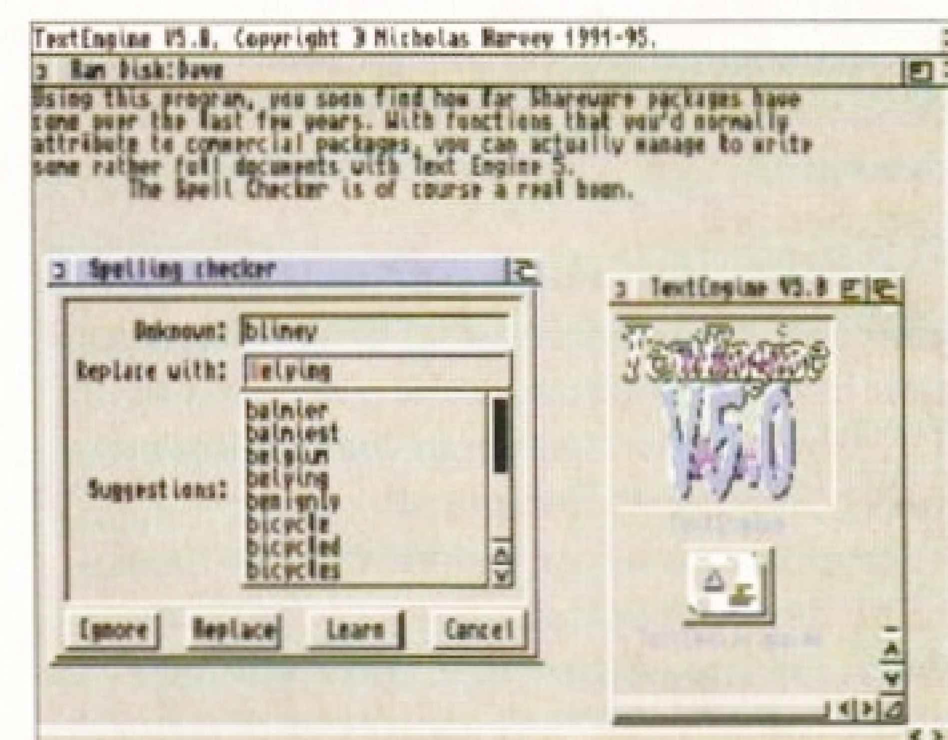
Text Engine 5

(Workbench 2+)

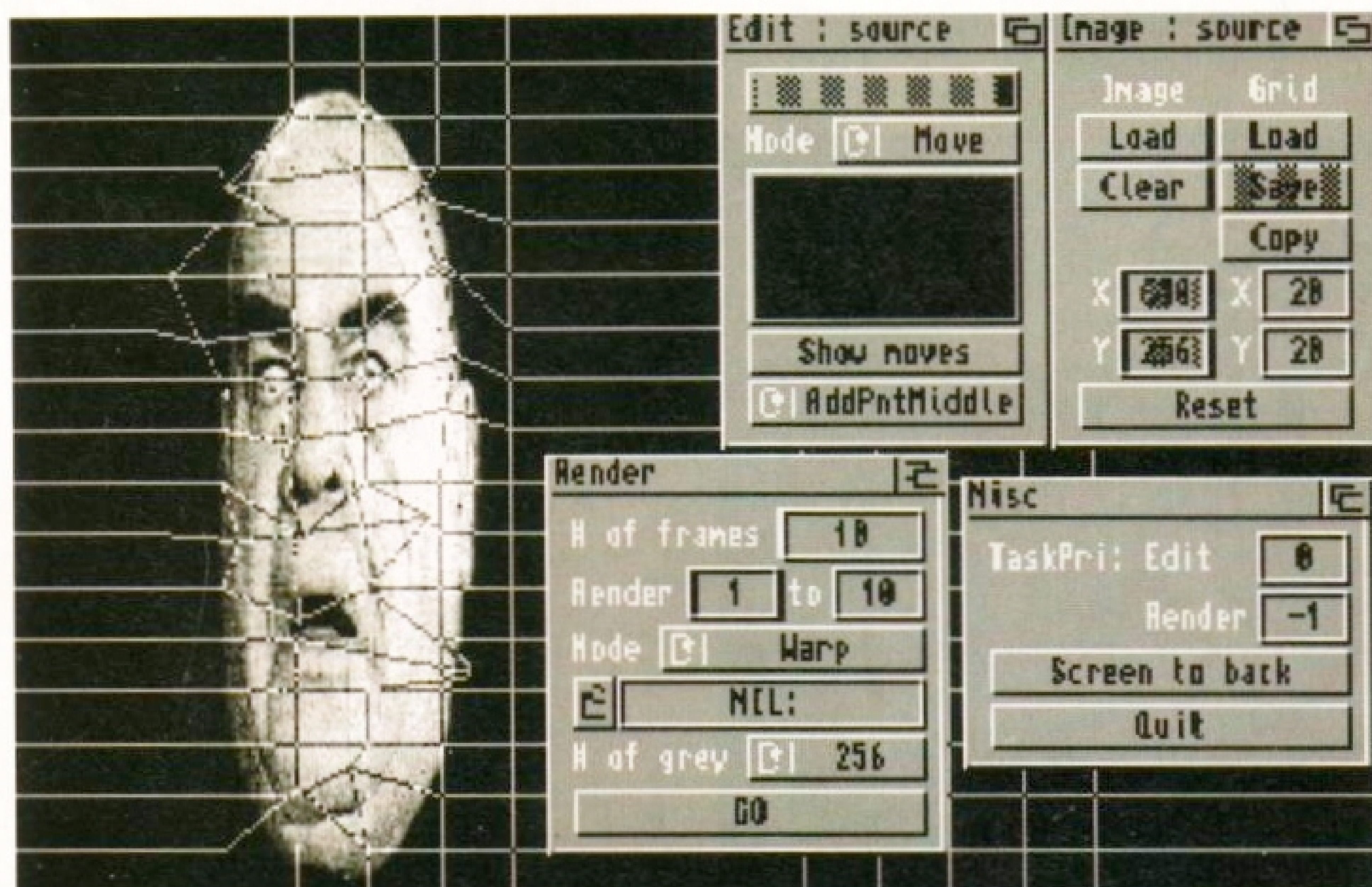
This is a text editor that only this month scored a massive 87 per cent in the word processing round-up in *Amiga Shopper*. They said of it: "Overall, *Text Engine* is very close to being what I would call the perfect, budget-priced, text-based word processor". High commendation, indeed.

Using this program is easy. Just load it up and start typing. There is a full spell-checker available. To use this, first load the dictionary and then spell-check the document. If any incorrect words are found, you'll be offered choices and if you didn't make any errors, you'll be returned direct to typing mode.

You can save your documents to any disk, although you'll probably need a separate disk, because the one that contains *Text Engine 5* is pretty full. Please note that although this program is not crippled in any way, it is still shareware. The author is only asking a registration fee of £5, so please register.



Using *Text Engine 5* is easy. Just load it up and start typing. There is also a full spell-checker available.



***Minimorph* can be used on any Workbench. When you've loaded a picture, you will see a grid laid over the top. You can adjust the number of squares in the grid if you want to do a more detailed warp.**

INSTALLING THE DISKS

In order to fit so much on, we've archived some of the programs. As you can see from the *Snap Maps* part, they are stored as JPEGs on the Coverdisk itself, so you can access them directly. The other programs need to be de-archived, but don't fret, it's simplicity itself. Simply boot the Coverdisk by putting the disk in your disk drive and turning the computer on.

WB 1.3 users will have the *Minimorph* disk installed directly to a floppy. WB 2+ users can either install to floppy or hard drive. When asked which, type f or h followed by <return>.

If you install to floppy, it is automatic. If you install to hard drive, you'll be asked to enter the pathname.

We strongly recommend that you don't install to the root directory, e.g. Work:, but to a particular directory, e.g. Work:test/.

GOT A PROBLEM WITH YOUR COVERDISK? CALL (MON-FRI 2PM-6.30PM) 0191 584 0682 OR WRITE TO DISCOPY LABS, PO BOX 21, DAVENTRY NN11 5RT

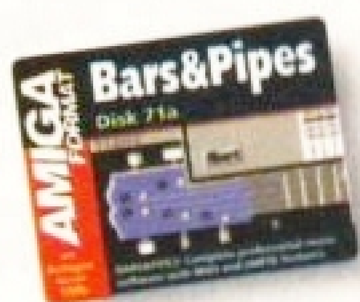
AMIGA FORMAT COVERDISKS



EXTRA!

Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.

BARS&PIPES (*AF71*)



Many readers have had memory problems when trying to run *Bars&Pipes*, or access the *Bars&Pipes* tool AmigaPhone.

To increase the memory, disable Workbench utilities that are running in the background, disable external disk drives and use Workbench Preferences to change screen mode to the lowest resolution and least colours possible. *Bars&Pipes* should now load. Once running, use *B&P*'s Preferences menus to switch on all the memory savers.

When you try to load the song Brandenburg Demo, the Amiga asks you to insert Volume Internal Sounds Kit 1. It's an instruments disk not included on the Coverdisk.

Instead, make a copy of your *AF71A* Coverdisk, rename it Internal Sounds Kit 1 and put it in the drive. Brandenburg will find some of the sounds that it needs in the instruments drawer on this disk, but not all.

Instruments whose sounds can't be loaded, can be fixed by clicking on the AmigaPhone icon at the end of their pipe and choosing a sample from the *AF71A* instruments drawer.

A set of manuals is now available to compliment the *Bars & Pipes* Coverdisk. For further information please contact Emerald Creative Technology (0181 715 8866).

SENSIBLE GOLF (AF73)



If you are using a 1Mb machine and have an external disk drive, you will have found that the intro and title load fine, but the game itself fails.

Switch off and disconnect the external drive which is taking up memory that *Sensible Golf* needs. When playing, if it seems that you have control of the game and can do everything except actually strike the ball, your joystick is in the wrong port.

TECHNOSOUND TURBO 2 (AF73)



To use the fun-time effects, as well as some other *Technosound* functions, it is necessary to have an external sampling cartridge connected. If you do have a sampler, but find that it doesn't work properly with the software, try gradually reducing the program's sample rate setting.

TRANSITION (AF74)



If *Transition's* main screen flickers, it doesn't mean that your Coverdisk is faulty. The programmers have chosen to use a high resolution screen for *Transition's* interface. Owners of a suitable multiscan or VGA monitor can configure Preferences so that the flicker is eliminated.

INFONEXUS/DATANEXUS (AF76)



Apologies to readers who are still using Kickstart 1.2 since the programs will not work with your machine. Optonica are running a special offer on the full version of the software exclusively for *AF* readers. To find out more, contact them on 01455 558282.

REAL 3D (AF77)



If you find that the program will load fine from floppy but fails to load from your hard drive it is possible that the MaxTransferRate of your hard disk is set too high. To remedy this you will have to refer to the documentation that came with your particular hard drive.

Info Nexus update

Please hurry up and send me a copy of *InfoNexus 2* at the jolly reasonable price of £24.99. I have made my cheque payable to Optonica Ltd. and understand that the postal system isn't perfect, so I may have to wait a bit before it arrives

Name ....

Address..............................

....

Post Code ....

Send your order to:
***Amiga Format* Offer, Optonica, 1 the Terrace, High St., Lutterwoth, Leics. LE17 4BA or order by phone on 01455 558282. Trade enquiries welcome.**

Two months ago we gave you the excellent demo versions on *InfoNexus 2* and *DataNexus*, but we completely forgot to tell you that Optonica have some great deals on the full versions of this software especially for *Amiga Format* readers.

The special offer price for the *InfoNexus 2* bundle is £24.99, inclusive of p&p for UK residents (add £2 for overseas orders). If you're still unconvinced, why don't you read the review in AF77?

DFO: WITH A ZERO

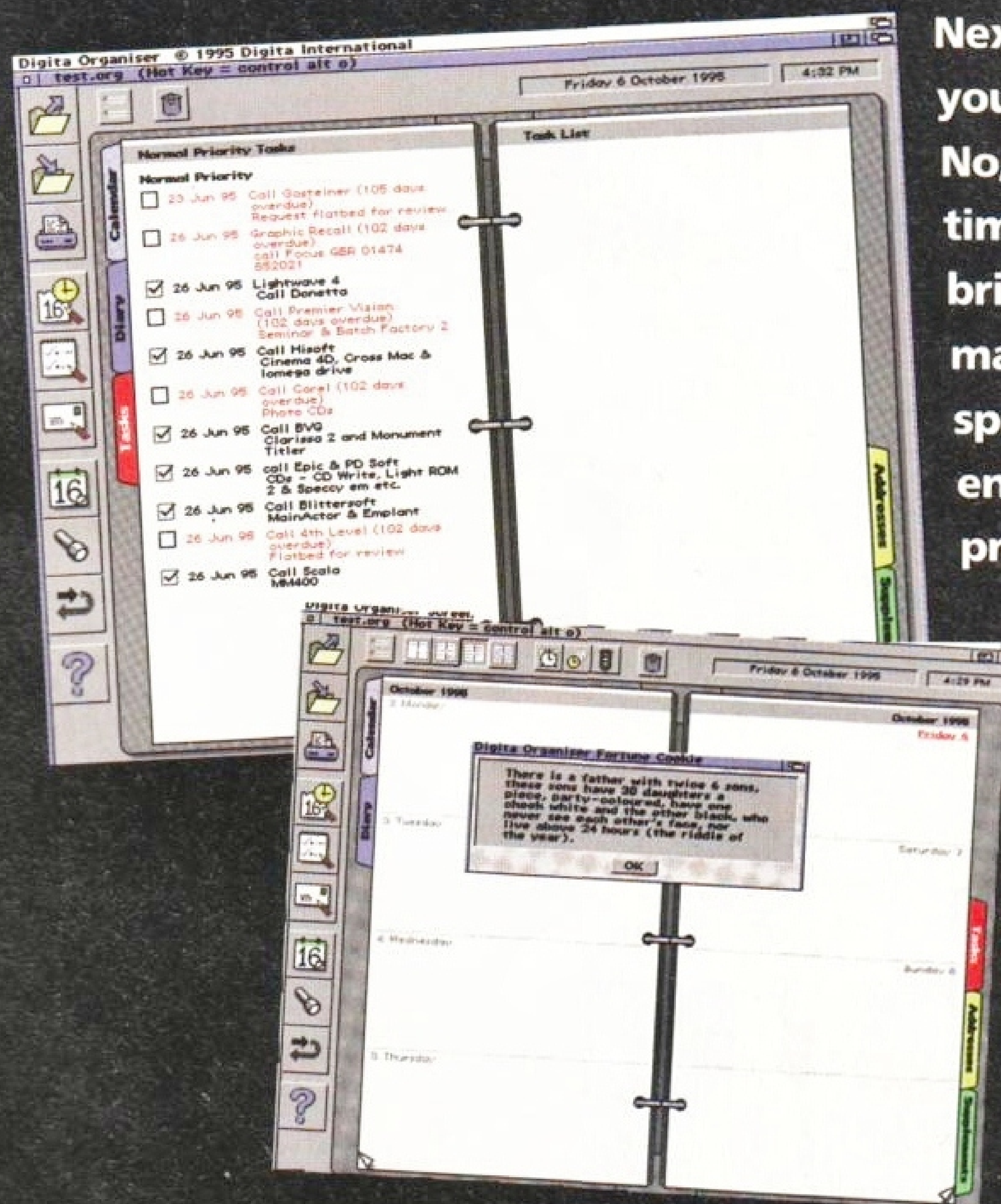
Please remember that you must type "df0:" with a zero, not a letter 'O'. I wish I had 2K extra memory in my Amiga for every reader who has called to ask me why they get a "Please Insert Volume DFO in any drive" request when following the instructions in the magazine! Numerous difficulties that you are encountering when decompressing Coverdisk programs can be traced to the way that you have formatted your blank disks.

For example, if the Directory Caching option has been used, programs like *Magic Storybook* will decompress, but generate lots of checksum errors. Other archives fail completely with an "error code 10."

This seems to indicate a bug in LZX. The same thing happens when decompressing the *Real 3D* Coverdisk.

AMIGA FORMAT PRESENTS

Get organised!



Next month we will be giving you you the key to sorting your life out. No, it's not a self-help book – it's a time-limited version of Digita's brilliant personal information manager (or Filofax in Eighties' speak) *Organiser*. You'll be able to enjoy all the benefits of this fine program for more than three months. But, be warned, you'll also have no excuse for being late, or forgetting birthdays and meetings during that time.

Issue 79

On sale Thursday, 23rd November

Future Publishing cannot accept any responsibility for Coverdisks not appearing as stated.

AMIGA FORMAT FORUM

Dale Bradford is your host for the page that gets the industry talking.



I won't give anything away about this month's Forum, but you lot seem to have a definite fetish for small, furry creatures. Say no more.

Welcome to Format Forum, the page where we give *AF* readers a question to ponder over, answer and then win a completely excellent *AF* sweatshirt for their trouble. Last time we mentioned the much-touted 'interactive movies' and asked what 'real life' movie you would like to see re-made for the computer screen for you to star in. And this is what you said:

"*Bambi*," according to regular correspondent Nick Donnell of Ely, who will soon have an *AF* sweatshirt for every day of the week. "That old classic tear jerker could be brought right up-to-date with the latest motion capture techniques. I can see it now – lots of stay-happy animals frolicking around the jungle, having fun. If only I could get that deer-suit on..." Hmm, I'm not totally convinced that Nick is being serious here. Or healthy.

Penny Tulla suggested delightfully "a shoot-'em-up version of *101 Dalmatian*, which, if successful, could spawn a whole new genre of animal-related anarchy, including a *Doom*-clone of *Watership Down*".

What is it with *AF* readers and small, furry creatures? Penny also mentioned *Labrador Apocalypse*, *Parrot Fodder* and *Turtle Carnage*... Watch out, Penny, the RSPCA are on your heels.

"High action Sci-Fis, such as *Star Wars* and *Aliens*," says Gareth Llewellyn of Borth in Dyfed. "We already have these in the form of *Alien Breed 3D* and *Dark Forces* (on the PC), but I'd like to see versions with more of a story to them, rather than running around a *Doom*-clone shooting things.

I want something that really gives the impression of the tension and excitement that exist in the actual films. And something that doesn't have such a linear story-line – how about being able to twist the events of the game according to your previous actions. I know this would make for huge games, but, hey, that's what CD-ROMs are there for..."

Liz Tucker of Portslade would like to see: "Any of the James Bond films. I could then alter the program set-up so Bond could be played by a woman and all the women he usually ends up in bed with would be men". For maximum pleasure, please purchase the 'virtual underwear' add-on, new from Amiga Technologies – only £699. Hmm, yes...

Finally, I must give space to Joe Santos of London who recommended *The Italian Job*, with the player being the part Michael Caine plays. Joe thinks it could be: "The perfect multi-discipline game. A bit of beat-'em-up for the smash-and-grab; *Monkey Island*-style banter for dealing with the mafia; a touch of *Stunt Car Racer* for the get-away in the Minis; a *Doom* look-alike for dealing with the Turin traffic computer; some form of stamina management for the hotel gymnastics; but most of all something to avoid that unsatisfactory ending (where the coach is balanced on the edge of a cliff)".

If only I could get that deer-suit on...

Joe very thoughtfully cast the entire film for us too, although I can't really see Brian Clough and Oliver Reed as get-away drivers.

If you've never seen the film and it crops up on TV some time, try to catch it – it's completely brilliant in a camp 1960s sort of way. And the excellent driving sequences have never been bettered on celluloid.

I'd quite fancy a stint as George Bailey in "It's a wonderful life".

As for me, given the choice, I'd quite fancy a stint as George Bailey in *It's a Wonderful Life*, as long as it wasn't a poxy adventure. Or maybe one of those great WWII action films, like *The Battle of Britain*. And maybe 21st Century might like to consider licensing that cult classic *The Pinball Murders*.

For next month, can I ask *AF* readers to consider the following: *"If there was to be a special 10th anniversary TV documentary of the Amiga decade, who would be the best person to present it?"*

Please send us your suggestions, silly or serious, and the best ones will win a spanking... I'm sorry, that should read a spankingly good *AF* sweatshirt. Please post your ideas to:

Format Forum, Amiga Format,
30 Monmouth St., Bath BA1 2BW.
Or fax me at: *01633 896087.*

How to contact us

The best way to get an answer from *Amiga Format* is to make sure you're addressing your letter to the right person.

- We get hundreds of letters and faxes a day, so we can't reply in person.
- *Amiga Format* is available for vital enquiries by phone every Tuesday between 10.30am and 5pm.
- Our advertising complaints department can be reached by calling Sophie Collins on 01225 442244, or E-mail: mops@futurenet.co.uk.

WORKBENCH: We'll only answer technical problems in the mag.
Workbench, *Amiga Format*,
30 Monmouth Street, Bath BA1 2BW.

GAMEBUSTERS: If you've found a cheat mode, or found the passwords for a game, send them to Steve McGill and you could win a prize. If you're stuck, ask Helping Hand for advice.
Steve McGill, GameBusters, *Amiga Format*,
30 Monmouth Street, Bath BA1 2BW.

READERS' LETTERS: The letters pages are there for you to air your views. Remember not to ask questions that should be in Workbench!
Letters To The Editor, *Amiga Format*,
30 Monmouth St, Bath BA1 2BW.

COMPETITIONS: Write the answers and your name and address on the back of a postcard.
'The name of the competition', *Amiga Format*,
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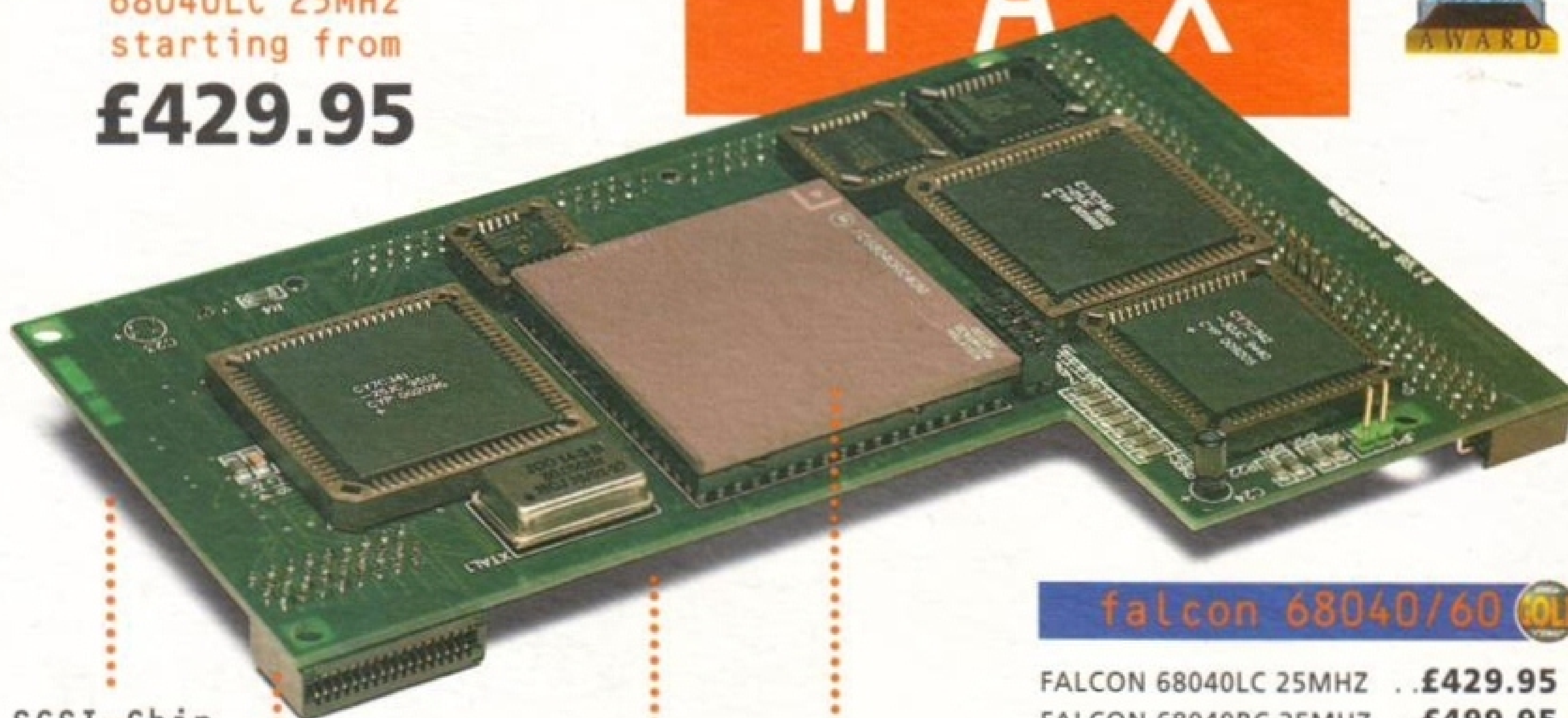
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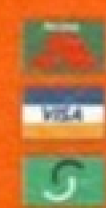
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